



Basics

Before jumping into the amazing adventures of the Prince of Persia, you'll need to do two things. First, you should familiarize yourself with the different aspects of the game by reading every last word that follows. Secondly, you need to call your friends and any loved ones you may have and let them know that you will be unavailable for the next few days, as Prince of Persia: Sands of Time is about to own you.

Platforming

The majority of your time in the Sultan's Palace will be spent running along walls, jumping across bottomless chasms, and swinging on poles. If you don't have great platforming skills when you enter the Palace, you will by the time you finish PoP. There's just no way to complete the game without some solid platforming talents. For all the platforming offered in PoP, there are only a few basic moves in the game, which are then repeated in different forms, with greater variety throughout your adventure. Master these moves and you are golden.

Wall Run: The most important move in the game, the all run is executed by holding down the Special Action button and running at a wall. There are two types of runs. You can run directly at a wall to climb up it (or vault off it) or you can run at a wall at an angle to run along the wall for a short distance.



Jump: Jumping is vital as well, as you will need to jump up to reach levers and ledges and will need to leap across gaps. More importantly, you can jump at almost any time. So if you are on a ledge, you can leap to a platform or if you are holding a column you can leap off to a ledge or another column. If you want to jump in a specific direction, be certain to aim in the direction as you hit the Jump button.

Bar Swing: Bars stick out of walls and down from ceilings and are often disguised as tree branches or flag poles. You will automatically grab onto a bar when you near it. You can shimmy along a bar by pressing left or right. To swing, hold down the Special Action button to gain momentum, then press the jump button to leap off. You can also turn around on a bar (even when swinging) by tapping Up.

Ledges: Ledges are sometimes tough to spot, but they will save your heinie quite often. You can shimmy across ledges by moving left or right, drop down to hang on a ledge by pressing the Cancel button, pull yourself up on top of a ledge with the Jump button, and even leap off a ledge (that you are standing on) with the Jump button. Most importantly, you can shimmy around corners, as long as the ledge continues on the wall.

Columns: Some columns can be climbed. Look for skinny poles sticking up from the ground or ceiling. You can leap to grab and then move up down, or rotate to position yourself for another jump. In later areas, stalactites act as columns.

Ropes: Rope climbing is fun! You won't come across a rope until halfway through PoP, but once you do, you'll love 'em. You can climb up and down and rotate on a rope like you would a column, but you can also swing in any direction by holding down the Special Action button. Jump to leap off in the desired direction.

Ladders: Walk up to a ladder and you automatically grab hold. Move Up or Down to climb and press Left or Right to switch sides of the ladder.

Sand Powers

Once you acquire the Sand Dagger (don't worry, you get it very early in the game), you will have access to several powers. Before talking about the powers, however, it's important to understand how your Sand and Power Tanks work and just what the heck they are.



Sand Tanks: The large yellow balls on the upper left of the screen indicates your Sand Tanks. You begin with four tanks, but by finding Sand Clouds (also called Retrieves) throughout the levels, you can increase your tanks for a total of ten. For every eight Retrieves you acquire, you gain an extra Sand Tank.

Power Tanks: The white crescent symbols next to the Sand Tanks indicate your Power Tanks. Shove your dagger into sixteen enemies and Retrieve their sand to add another Power Tank (you can't have more than ten). Most of your special moves require energy from the Power Tank.

Refilling Tanks: Any time you perform a Retrieve on a Sand Creature, you fill up some of your Sand Tanks. When all of your Sand Tanks are full, you begin filling your Power Tanks. Find a Sand Cloud, however, and your refill both Tanks completely.

Power of Revival

Cost: 1 Sand Tank

Though the Prince has many useful powers, this one will be your saving grace throughout the majority of The Sands of Time. By holding down the Rewind button, you can literally rewind up to ten seconds

of gameplay. Miss a jump and you can save yourself. Make a bad combat move and get cut by a bunch of Sandbags and you can rewind and rewrite history. Invaluable.

Power of Restraint

Cost: 1 Power Tank

A useful combat power, the Power of Restraint allows you to freeze a single enemy in time. The enemy turns gray for 10 seconds and can be chopped in half with a couple of sword strikes. To use this power, you just need to use your dagger on an enemy. If you strike other enemies within a very short period, you can freeze all of them.



Power of Delay

Cost: 1 Power Tank

Tap the Rewind button during combat and you will slow time for 10 seconds. This slows time for everyone, including you. It's useful if you are surrounded and need more time to plan your course of attack and defense. It's not a particularly effective power, but those who have trouble with combat, it can be helpful.

Power of Haste

Cost: All Power and Sand Tanks

A powerful attack, the Power of Haste allows the Prince to move as if he is in fast motion for ten seconds, bouncing from one enemy to the next. You must have an equal amount of Power and Sand Tanks full. This consumes every last bit of power, so it is not to be used lightly. However, it is good to use if you are facing a boss or if it is to end combat with one final multi-hit blow.

Power of Destiny

Cost: Nothing

Each time you step into a Save Point, you are given a vision. The vision shows clips of what you will be doing up through to the next Save Point. Pay attention, as visions show how to solve just about every puzzle in the game and will show you where and when to jump at crucial moments. If you need to see a vision a second time, step back into the Save Point.

Water

Water is life, literally. Any time you find a water fountain, spring, puddle, or lake, do not hesitate to drink up. Stand in or at the water source and hold down the Special Action button. It takes time to drink, making it difficult in combat. However, a quick drink in battle can be the difference between success and painful failure.



Dying

Dying is a part of platform games and so it is a part of Prince of Persia. However, you have some tools to save you from death. If you have any power left in your Sand Tank, be sure to Rewind. Whether you missed a ledge and fell to your death or took an axe to the back, the Rewind can save you for another go. When you die, you will usually start in the beginning of the room, so that anything you did previously does not need to be performed again.

Combat

When you're not running along walls and jumping over spike pits, you'll be battling demons of the sand. There are numerous creatures in Prince of Persia, but most are merely alternate versions of one another. So long as you know the basics of combat, you should be able to make your way through without meeting an untimely demise.

Attacks: To defeat your enemy, you must first strike with your sword. Combat is versatile and free-flowing in PoP. It's also quite simple and intuitive. Merely press in the direction of the enemy you want to attack and swing your sword. You can quickly toggle between enemies to bounce back and forth, striking three or four in the blink of an eye and keeping them from striking at you. Remember, just point at whom you wanna strike and swing, swing, swing.



Block: Blocking is vital to your survival. As long as you are facing an enemy, you can hold the Special Action button and parry their attack. You can't block attacks from behind or the side, however, so make sure you face your enemy when blocking. Avoiding damage is the only way to win later battles, so practice your blocking techniques early on.

Dodge: You can dodge enemy attacks by pushing in a direction and pressing the Jump button. Left and Right result in a roll, Up and Jump results in a vault over your enemy, and Down and Jump offers a backwards flip. Since you can only block attacks from the front, dodging is your best choice to avoid damage when surrounded.

Retrieve: When an enemy is stunned use your dagger to retrieve the sand from them. This vanquishes your enemy (it's the only way to destroy most sand enemies) and fills one Sand or Power Tank. A stunned enemy only remains so for ten seconds, so make sure to get to them before they revive themselves.

Wall Launch: Press towards a wall or column and hit Jump and Attack at the same time to launch yourself off the wall and at your enemy. This is an excellent way to knock down an enemy. Follow this with a Retrieve. Enemies who block the Wall Launch will not be knocked down, but any who fail to block will fall.



Vault: Jumping over enemies is cool and useful. Press towards an enemy and hit Jump to vault over them. While vaulting, you can attack with your sword. If you are daring, you can attempt a Retrieve while vaulting over an enemy. You must use your dagger as you are passing overhead. If successful, you get a cool visual. If not, you just lost an opportunity for a solid sword strike.

Counter-Attack: Counter-attacks require very exact timing. The moment you block an opponent's attack (the exact second that the two weapons strike) with the attack button to knock the enemy's weapon aside and perform a powerful spin-kick. You can also attempt to perform a Retrieve by using your dagger the instant the weapons strike, but this counter is even less forgiving, meaning timing must be precise.

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Secrets

Unlock Original Prince of Persia (Xbox)

Complete the entire single-player game.

Unlock Prince of Persia 1 (PS2, PC)/Prince of Persia 2 (Xbox)

To find this goodie, you'll need to start from the Above the Baths save, once you have your new sword. Go down the stairwell that leads to a large cavernous area. After you make it through this area, you'll end up in a small room with Farah. There's a lever and gear in the center of the room. Turn it clockwise until it clicks twice. Both doors in the room are now closed, but you have also opened a secret door that you cannot see. Go to the wall directly opposite the entrance. Swing until you find a spot on the wall where your sword doesn't spark. Strike this area a few times to reveal a hidden room. Enter to unlock the game, which is now available from the main menu.



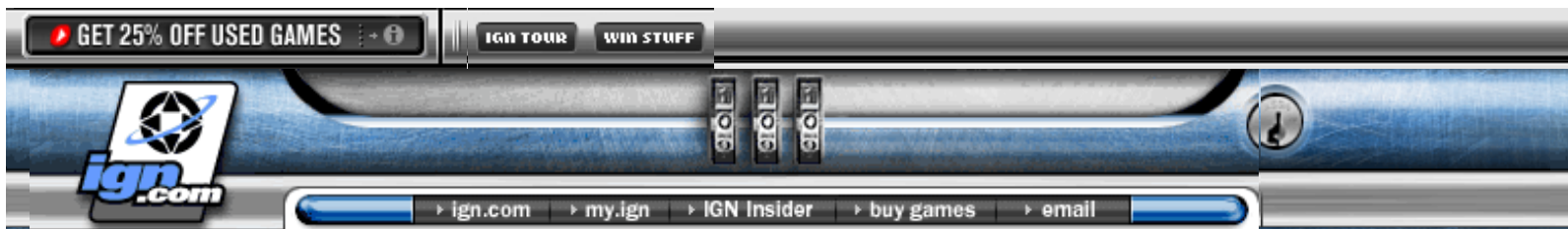


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Walkthrough

Prince of Persia is a long adventure that takes you throughout the massive confines of the Sultan's palace. PoP is not broken into chapters or easily divisible sections within the game itself. There are, however, 39 Save Points throughout the 10-hour quest and each Save Point has a name. For the purposes of this walkthrough, we have separated each section by Save Point. The section details everything that takes place from the moment you leave one Save Point until you reach the next. If you want to find out what to do next, look at the name of the Save Point when you load your game and go to that section.



Below is a list of all 40 sections (including the beginning, where there is no Save Point). Look for the name of your current Save Point in the list below and click the corresponding section to jump to the correct page.

Part I

Outside the Palace (Starting Point)

The Maharajah's Treasure Vaults

"You Have Unleashed the Sands of Time"

"Had I Really Seen Her?"

Part II

A Secret Passage

The Palace's Defense System

A Booby-Trapped Courtyard

Death of a Sand King

"I'll Try to Find a Way In"

Part III

Climbing the Tower
The Warehouse
The Sultan's Zoo
Atop A Bird Cage
Cliffs and Waterfall

Part IV

The Baths
"There's Something Glowing up There"
Above the Baths
Daybreak
A Soldiers' Mess Hall

Part V

The Drawbridge
A Broken Bridge
"I'll Meet You at the Baths"
Waterfall

Part VI

A Cavern of Ladders
An Underground Reservoir
Out of the Well
The Sultan's Harem
"What Did Your Call Me?"

Part VII

The Hall of Learning
Observatory
Hall of Learning Courtyards
On the Ramparts

Part VIII

A Prisoner Seeking An Escape
"At Last We're Here!"
The Hourglass

Part IX

The Tomb
"Farah, Come Back!"
Climbing the Tower of Dawn
The Setting Sun

Part X

Honor and Glory

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Walkthrough: Part I

Part I	Part II	Part III	Part IV	Part V
Part VI	Part VII	Part VIII	Part IX	Part X

Outside the Palace - Save 0

Your tale begins with your entrance into another man's kingdom. Make no mistake, you are here as a warrior and you are here to rob this kingdom of one of its most valued treasures. As the battle ensues, you must make your way into the heart of the Maharajah's Palace to find the treasure secured within. The Prologue serves as a tutorial. For every special action, you'll see text telling you what to do. With the on-screen assistance and a little help from your pals at IGN, this should be a stroll through the park.

Move forward from the start of the stage. Cannonballs slam into the ground ahead of you. Don't worry. None of the blasts seen throughout the prologue can actually hurt you, though they will open new pathways during your quest. Climb the rubble to the right and then jump the gap as instructed on-screen. You're faced with a ledge too high to jump to. This is one of the simpler wall running puzzles. Hold down the Special Action button and move straight at the wall. You'll run up the wall and grab the ledge. Hit the Action button to pull yourself up.



As you move across the bridge, another cannonball strikes, destroying the path ahead. Jump across. To the right you'll see a tattered wooden ledge. You can either jump the gap, or move alongside the wall and hold down the Special Action button to wall run to the other side. Head through the door on the left. Down the hall your path is blocked by some wooden crates. How inconvenient! Whip out your sword smash the boxes, then move forward for your first taste of combat.



This cherry-poppin' battle isn't tough by any means. Be sure to read the Combat portion in the Basics section of this guide to learn how to master your enemy. This fight is straight up. Block and let your enemy attack, then attack. You can check out some of the cool animations by jumping over your enemy and attacking or jumping against a wall and springing off for an attack. A few strikes fells your enemy. Continue forward till you spot a ladder. Climb it and get ready for another fight, though this one is against two enemies. Remember that there's only one attack button to worry about, but the direction you choose selects the enemy to attack. If you are surrounded, leap over one of your enemies and attack.



In the next room, you'll find a pool of water. Okay, so it's water that you end up standing in, which makes it seem a little less than sanitary, but drinking it (use the Special Action button) heals you. Is this stuff filtered? Go through the doorway and you'll see a short cut-scene showing off the four enemies awaiting you on the level below. Drop down the rubble steps (be against the wall to drop safely to the highest step) and take on the four baddies. Remember your training. Block front attacks, jump over enemies when you are surrounded, and swing early and often.



Skip through the open door and make your way along the empty hall. Your next trouble spot comes when some pesky cannonballs blow up part of the path in front of you. Run along the wall over the first gap (don't forget to hold down the Special Action button) and do the same to get over the second gap. Piece of cake. Make your way to the ladder and give it a climb. Drink up at the well and head forward for another four-on-one battle. There's a lot of space here, so you can move to either side of the area and spread out your enemies. Fighting with your back to a wall is not a bad idea, so long as you remember to block.



Now comes your first somewhat tricky puzzle. In the overall scheme of Prince of Persia, this isn't tricky at all, so if this one fools you, then you're in for a world of foolin' over the next 10 hours. Move to the far wall and you'll see a thin ledge. Pay attention to how the ledge appears, because you'll need a sharp eye to find these throughout your adventure. Jump up and you'll automatically grab onto the ledge. You can pull yourself up onto a ledge with the Jump button. If you're hanging from a ledge, you can drop by hitting the Cancel button and if you are standing on a ledge, you can drop down and hang from the ledge with the Cancel button.

To make it across, move along the ledge and shimmy underneath the stone face. You'll soon reach the end of your current ledge. Pull yourself up and then jump up to grab the ledge above you. Pull yourself up onto the ledge and move around the corner. When you reach the next stone face, hit the Cancel button to drop and grab the ledge you're on. Shimmy until you reach the end of the ledge and drop to the ledge below. Make your way to the stone face, shimmy beneath it, and get to the hole in the wall. Drop down when you are over the hole. Phew!



As soon as you enter the room, pull out your sword. There are four nasty men inside, but you know how to handle them. If you need health, there's a fountain against the wall, sandwiched between two benches. You need to get to the balcony above, but how? Move to the cylindrical column in the back left corner of the room. Jump onto it, then climb to the top. Position yourself so your back is towards the front left column. Push towards it and jump and you will leap to it and grab hold. Turn yourself to face the final column in the room, in the back right, and jump again. Now turn so your back is facing the balcony. Jump and you'll grab hold, just barely.



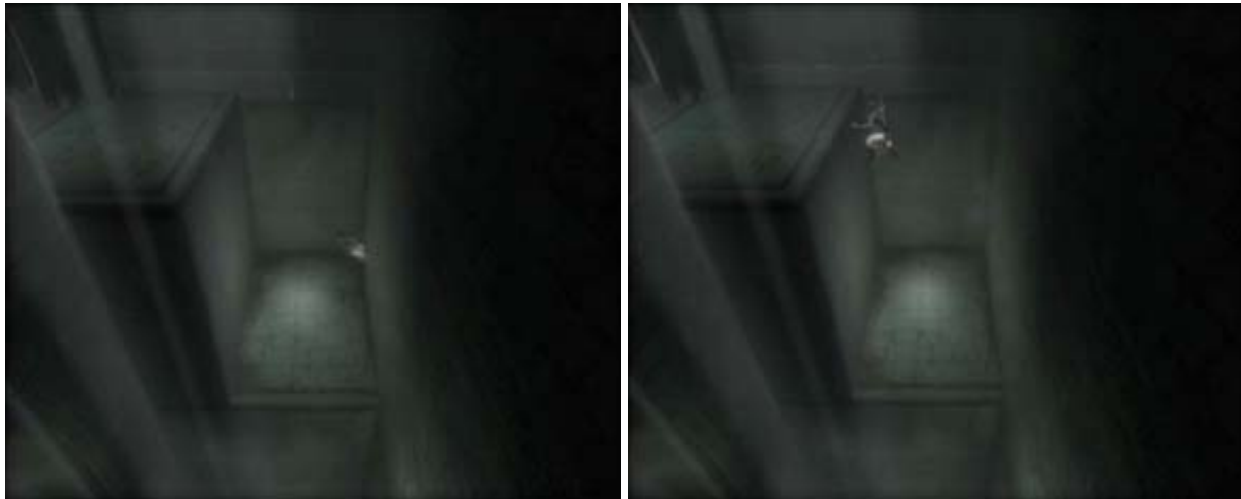
Pull yourself up and you're set to continue forward. As you step through the green veil, the game offers up a save. Yes, a save sounds dandy. Do so now.

The Maharajah's Treasure Vaults - Save 1

It's time to explore the hidden dangers leading to the Treasure Vault. What's inside, you can't truly be certain. From the start, run along the wall to the left to make it to the other side. If you happen to drop down, you can get back to your starting point thanks to some ledges against the front wall. The next part is a bit trickier. You need to run along the wall to the right and jump to the landing on the left. Before making your run, get a good sense of where the landing is in relation to where you'll need to jump. Remember, you'll be jumping straight across. Be patient, wait until you see yourself losing ground on the wall run, then jump to the other side.



Run along the next wall so you can reach a new little conundrum. To go further, you need to get up onto the platform to the left, but you can't get there by jumping or running directly up the left wall. Instead, run up the wall to the right and as you reach the peak of your run, jump and you will vault to the platform. Pull yourself up once you've grabbed the ledge. This is a common jump, so keep in mind how you got this one done.



You're here, in the room with the all-important dagger. Unfortunately, it's not as simple as jumping a few gaps, as you're about to see. Start by running along the wall to the right. For the next gap, run along the wall and jump when you run across the red curtain. Note the dagger is in sight, but it's behind a wall, so you can't nab it just yet. From that little alcove, run up the wall to the left. Move to the long wall and run across until you drop onto the platform below the candles. Don't let go of the Special Action button, just let gravity pull you down. Wall run one more time and head through the exit.



The next room looks tough with three spiked poles moving back and forth. It's not hard at all. Drop down from the ledge. Watch the movements of the three poles. When the left pole moves back, the middle one is moving forward. Follow the left pole as it moves backwards, then sidestep to the middle and move to the edge of the area, where you are safe from the poles. Now it's time for a long wall run on the wall to the left. Hold down the Special Action button the full way and you'll just barely make it to a hard-to-see lead on the next wall.



Shimmy along the ledge until you reach its end. Climb up the ledge and jump across the gap to the ledge on the wall behind you. Move across to the end of that ledge, then jump back across to the ledge opposite the one you're on. Take this ledge onto solid ground, where another spinning bar is

waiting. It's easy enough to time the movements of the two poles and make your way through safely. At the next gap, run along the wall to the left. As you begin your descent, jump to the opposite wall and the ledge waiting there. Use the ledge to make it into the next room -- the chamber where the dagger is held.



Your first move is to make your way to solid ground, of which there is very little in the treasure vault. Hold down the Cancel button and move to the edge of the entrance. This will drop you down onto a ledge. There are several levels of ledges, but no ground beneath them. As you shimmy across, different sections of ledge will break. You should now be comfortable moving around ledges. Drop down when you need to, move to an edge (you can't accidentally move off an edge) and jump up to grab another ledge when you need to. In this manner, make your way across to the end of the top ledge.





From here, leap towards the column. A cut-scene shows that there are a series of columns you'll need to jump to. Sounds fun! There are only four directions you can be positioned on a column. Line yourself up so you're back is to the next column, then jump backwards. Continue along in this manner until you reach a large gap between columns. Slide down the column and hop off when you near the bottom. Yes, it chaffs, but you're a hero and you have greater concerns than your own comfort.

Your next goal is getting atop the giant statue. Move to the wooden crate at the base of the statue. Smash it and move to where it was. Run up the statue from here and you can grab onto the wrist and pull yourself up. Run up the statue's right arm and jump at the crest of your run to land on the hand. Get up to the statue's giant noggin. The head and the wall to the left create a narrow column. It's time to pull off a little Mario move. Wall run up the side of the statue's head and jump to the left wall. As soon as you hit the wall, push the opposite way and jump back to the head, then to the wall. Ping-pong your way up to the top of the head, where you'll find the dagger. Should you fall and die, you restart at the base of the statue, so at least you don't have to go through all of the motions again.



Finally, it's time to pick up the Dagger and end the level. Oh wait, you still need to escape the vault alive. Muhahahahaha! Shouldn't be too tough for a pro like you and you now have the powers of the Sand Dagger. If you fall, you can rewind and save your skin. Refer to the Basics section for more details on the powers of the Dagger.

It's now time to use your wall-running skills to get out. Wall run to exit the chamber. The next room has some serious pitfalls as the broken floor reveals deadly spikes below. Yowsa! Use wall runs and then jumps to get to the safe platforms. Time is not a factor, so take your time to judge where you need to be on the wall when you jump to the platform.



All that remains is to avoid the three sets of spiked challenges. The first is easy enough. Sidestep through the three moving spiky poles. The next set is a bit trickier, as there are four poles that move together. Look to the left and you'll spot an alcove. Run with the poles as they recede and step into the alcove. Wait for the poles to pass, then move on. Drop down into the room below and step through the three poles, which you've dealt with previously. Use the ledge to climb on up, then step through the room to initiate a long and very educational cut-scene.

"You Have Unleashed the Sands of Time" - Save 2

Following the cut-scene showing the horrendous fate of your father, you find yourself in the great hall, having just cheated death. The mystery of the Sands of Time must be unraveled if you are to make amends for what transpired today. Here's one piece of the puzzle -- there are now undead sand soldiers wandering the halls. These beasts are fought as you would normal men, but once you strike them down, they can regenerate. The only way to stop them is by thrusting your Dagger into them when they are stunned by pressing the Use Dagger button.



You get your first real taste of what combat will be like as soon as you take first sight of the great hall. Several baddies come at you and more will keep coming. You must continue to fight until you see a cut-scene showing you sheathing your blade -- That's the signal that all enemies in the room have been defeated. Your combat strategy doesn't change much, despite the increase in enemies and the need to plunge your dagger into their chests to vanquish them properly. Blocking is much more important than before, as the enemy AI kicks up a notch allowing these villains to parry your attacks with more regularity.

Sand enemies are not so much full-physical beings as they are the souls made of sand. What the hell does that mean? You can expect them to occasionally teleport very short distances and otherwise disregard certain laws of physics. No matter, if you have deft hands you can take out even the most elusive of foes. You have some extra combat powers coming to you shortly, but for now, rely on quick fingers and plenty of slashing. If you find yourself getting whomped on too much, you can retreat down the hall, where you'll find a fountain. Drink up and heal so you can return to the battle.



After the battle is won, a cut-scene shows you step into a mysterious pillar of light. You have yourself a vision, which shows what you'll need to do in an upcoming puzzle. Of course, we'll give you the full skinny, but anyone wanting to try to get through puzzles on their own should always take note of their visions. You can also save here, and you definitely want to do that.



To the left of the fiery light, you'll see some rubble that appears to be blocking a door. However, if you get closer you'll find that you can actually get past the rubble on the right and move into the next section. There's a girl you have to go after, so get on after her! Your pursuit is cut off by some falling debris. Don't worry, you're gonna find that girl. Take the door to the right to enter a new puzzle room.

You need to get to the floor, but dropping down from the broken stairs will only get you dead. Instead, run along the wall to bridge the gap between the two sections of stairs. Once on the ground, you can find a Retrieve underneath the staircase. Move along the ruined staircase to the back wall. There are several horizontal bars in front of you. Jump to grab the first. To swing, hold down the Special Action button and to release, press Jump. You only need to swing once to gain enough momentum to leap to the next bar. Go from bar to bar and finally to the ledge. For a proper release, hit the Jump button when you've completed one revolution (so your feet are at their lowest point). You need to hold down the Special Action button all the way through your release. Leap to the ledge and shimmy right, then get up onto the platform. Run along the wall to the left and move through the door when you reach the next platform.



Once again the mysterious woman is cut off from you by falling rubble. Turn left from the rubble to find another series of swinging bars. However, the first bar is too far to reach with a leap. Instead, wall run to the left and you'll automatically grab the bar when you reach it. Shimmy right to position yourself with the next bar and vault across. Continue in this manner until you are safely on the other side. There's a water fountain ahead if you've injured yourself, otherwise move into the next room, which promises more leaping and a little bit of combat.



You can already see the creatures lurking below, but they aren't your first concern. You need a way down safely. Once again, the bar in front of you is too far to reach with a mere jump. Wall run to it, then swing from bar to bar until you reach the sliver of balcony still intact. More bars await. Wall run to reach the top bar. It's time to introduce a new element. You can drop down to a bar below you by hitting the B button. Drop down until you reach the floor, then quickly whip out your sword to take on the fiends below.

By now you should have a good grasp of combat, so keep on the move and take these enemies down. Towards the end of the fight you'll discover a new power. By using the Dagger when your Sand Power is full (see Basics section for more), you can freeze an enemy in time. This frozen enemy can then be sliced in half with your sword. Sweeeet.



Next comes a slightly tricky puzzle. Move to the back corner of the room. There's a bar you can't quite jump to. Instead, run straight into the wall and then jump at the height of your run to vault backwards and catch the bar. Turn around on the bar (by tapping Up). Swing and jump. When you hit the wall, jump and you will spring back and grab the upper bar. Turn around on the bar, swing and release to grab the ledge. Climb up onto the ledge and then up through the hole to the room on the other side of the wall. Ta-da!



Immediately inside the hallway is a fiery Save Point that offers a vision of your next big puzzle and the opportunity to save your game.

"Had I Really Seen Her?" - Save 3

From the Save Point, take a right and head down the hall, past the water fountain. Slash the bench blocking the doorway. Inside, go right to find another Retrieve. Do a 180 and you'll see a bar for swinging positioned past the entrance. There's a path you can use up above. To get up to the bar, run straight into the wall crowned with rubble and jump at your peak. Once you're on the bar, turn around and swing to the opening.



The small opening opens up to a perilous drop. Tip-toe carefully to the edge against the far wall and drop to the step below, then head through the hole on the left. If you're curious what's down on the floor below, you'll get there soon enough. Follow the hallway around the bend and into the darkness. You come out in a fantasy world, a realm, apparently, available only in your mind. Run along the bridge and drink the water. Fortunately, you're not in Tiajuana and the water is just fine to drink. In fact, it increases your health meter. Huzzah!

When you return to reality, you're back to where you first entered that hole, but now the hole is gone. Whaaaaa?!? It's time to make your way down. Run along the wall to the right. You're now on top of a ledge. Drop down the steps into the room below. Wall run over the hole in the floor and grab the Retrieve on the other side. It's time to get even lower, so drop down the steps. A cut-scene cues and you finally meet up with the beautiful lass who's already captured your heart. Unfortunately, giant Scarabs break up the party. You promise to meet up with her again.



Scarabs. Why'd it have to be Scarabs? Scarabs are not like typical creatures of the sand. You don't have to stake them with your dagger to dissolve them, you just need to give a few good whacks with your sword. Scarabs are only tough if you let yourself get surrounded. They have a big tell for their main attack as their wings will flutter before they shoot forward. Anytime you see fluttering wings, leap behind the Scarab and strike. There's a water fountain in the back of the room to refresh yourself after the battle. Take the door to the left, first and follow the path to another Retrieve, then return and take the other door to enjoy another puzzle room.



This large bedroom has a complex series of puzzles. To get into the room, leap across the first gap. Take a good look at your surroundings and then run down the hallway to the right. This leads you onto the outdoor balcony, where you witness a flying hourglass. O-kay. Guess someone drank too much of the special Kool-Aid at the office party. The path ahead crumbles before you can set foot across. Make a full wall run to the other side and enter the bedroom once more.

You now must contend with a series of columns you must leap from. Jump onto the first available column, which happens to be on right next to you. Position yourself so your back is to the next column off to the right and jump. Make your way around the columns until you reach a stubby column. There's a very short platform to the right. Jump to the ledge and drop down to the platform below. Here comes the tricky part. You must run along the wall and then leap to the column in the distance. Here's the easy part. Run until you reach the column's shadow on the wall, then jump. You'll be lined up perfectly with the column and make the grab with no problem.



Slide down the column and slice up the two Scarabs with no problem. If your meter is full you should see a message about slowing time. Essentially, you can tap the Rewind button to temporarily slow time during combat. Be sure to grab the Retrieve (which is in plain sight, ya can't miss it). When you're ready, move towards the right-hand wall. You must once again run the length of the wall and leap towards a column. And, once again, the shadow of the column on the wall is your jumping point. Move from that column to the next, making your way over to the remains of the second floor. Near the column you just dropped down from, there's a pillar of broken stone in the corner. Run up the side of the stone to grab the top and then pull yourself up.



It's time for more death-defying feats. There is a horizontal bar that should now be in your field of

vision. To get to it, run up the final length of the pillar and jump backwards. Once you have hold of the bar, swing to the next bar and then to the platform beyond. From that platform, turn to face where you just were. Say hello to the bars that helped you out, then jump the small gap to the column on the other side. Move to the broken column at the end of the platform, grabbing the Retrieve along your way.



Climb the broken column and leap to the next piece and then the next. There's a platform against the wall, jump to it. Now you need to get down without breaking your neck. Walk to the edge of the platform and hold down the Cancel button, which will let you drop and grab the side of the platform. Shimmy left and you'll automatically grab onto the left against the wall. From here you can drop down safely to the floor below where a couple of Scarabs await. Ah, but this platforming puzzle has not yet been fully solved.

Follow the wall to find another series of bars you can swing from. These, however, can be reached with a jump. Swing to the next platform, where a pair of giant Scarabs await. Aren't these bugs sick of being squashed yet? Kill them and then complete your final leap. Go to the railing and leap over it. You'll grab onto the edge. Shimmy to position yourself with the column rising from the floor. Jump to it, then slide down. Finally, you are on the ground.



Your stay on the ground floor will not be a pleasant one, however, as numerous enemies attack. Fortunately, there is a drinking fountain nearby where you can replenish your strength, even mid-battle. As you fight, keep in mind that this is a large room and you don't have to stay in one spot. Move around to separate your enemies and avoid being surrounded. Just because you have defeated every enemy in sight does not mean the battle is over. Until you see the cut-scene showing you sheath your blades, there are still baddies around, so stay sharp. Once every enemy is toast, a Save Point appears. Grab the Retrieve in the corner of the room first, then run to the Save Point and have yourself a vision.

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Walkthrough: Part II

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A Secret Passage - Save 4

Be sure to pay attention to your vision, as it shows what's coming in this segment. It's called A Secret Passage for a reason, because there is indeed a hidden passage in the bedroom. Facing the Save Point, turn right and go to the bookcase. Move to either end and hold down the Special Action button to grab the bookshelf. You can then move it left to reveal a large hole in the wall. Head on through. Make your way down the stairs and you'll come across another fabulous run and jump moments. Run the length of the left wall and jump to the platform at the end of the room. Be sure to grab the Retrieve on the floor before stepping on the crescent moon symbol on the ground, which opens the door to the next room.



As you enter the room, the bridge is destroyed by falling rubble (this place is falling to pieces, oy!) so you need to wall run and jump to the other side. Take the wall to your right, run until you are under the second water fall and jump. Once on the other side, you need to get the door open. Standing on the moon tile opens the door, but the moment you step off, the door slams shut. You need something to hold down the tile while you got through. Good thing someone left a big crate in the corner. Use the Special Action button to grab hold and drag it onto the tile. With the door now securely open, head through to one of the brainier puzzle rooms.

First thing's first, you need to make it onto the large round platform, but jumping won't do you any good. Look to the right and you'll find a moon panel on the wall. There's a lever there you can grab by holding down the Special Action button. Grab it and move backwards as far as you can, pulling the lever with you. Though you can't see it, this is extending a bridge to the platform. However, the moment you let go of the lever, the bridge recedes. Let go of the lever and run onto the bridge. As soon as you reach the edge, jump across to the platform. It's time for the introduction of the brainiest puzzle yet.



The platform you're standing on has four symbols corresponding to the four glowing axels sticking out from the wall. You will need to match up each symbol with the axel and have all four locked into the platform. This is made all the more difficult because there's a maze you must guide the axels through. You do this by rotating and raising the platform with the two levers. The one with the spiral handle raises the platform vertically, so we'll call it the Vertical Lever and the other raised it horizontally (so we'll call that one the Horizontal Lever, naturally). You must pick the axels up in a specific order. Fortunately, the game lets you know when you've grabbed the wrong one. Oh, and of course we tell you exactly what to do anyway.



You are already lined up with the first axel (full moon), which is the full move. Move forward and step on the glowing tile to lock in the axel. Spin the Horizontal to move the axel right. Spin the Vertical to raise the axel one level. Now spin the Vertical until the axel goes as far left as it can and use the Vertical to drop down one level. You can now lock the empty moon into place. Raise the platform one level, then spin the Horizontal until the far axel hits the right wall. Raise the Vertical two levels and lock in the half-moon. Now move the Horizontal until the empty axel slot is above the crescent moon axel and spin the Vertical down one level. Lock the crescent in place. Move the platform up one level. Now it's just a matter of lining up the symbols. Push the Horizontal lever counterclockwise once and you should see all the symbols matched up. If not continue to rotate until they do match up. Then spin the Vertical one last time to rise up and lock them all into place. Now that's a puzzle, eh?

It's not quite over yet. Climb the ladder and move to the moon symbol on the ground. Jump up to grab and pull down the lever. Now, if you don't quite understand what just occurred in the cut-scene, you just activated the palace's defense mechanism. That's right, you just turned on all sorts of extra hazards for yourself to traverse. Good show! Oh, and the old man who sounded like a cast-off from Monty Python gurgles and dies mysteriously. D'oh.



Head back down the ladder and prepare for another fight. Take down the pair of goons who greet you, then move to the Save Point and have yourself another vision.

The Palace's Defense System - Save 5

Good job making your quest even tougher. Way to go, sport. Your first taste of the defense system involves some moving spikes and some spiky floors. While you can get through by following the

moving spiky poles, you're better off traversing the floor. As long as you move slowly across the floor traps (you didn't think those holes were just beauty marks, did you?) the spikes won't shoot up.

There's a level against the wall. Pull it all the way back. This opens a door at the end of a series of traps. You need to be quick at this point, so head up the stairs and step through the spiky poles. Ahead is a ledge that's guarded by a saw. Wait for the saw to move down the hall, then run along the wall to grab the ledge. To avoid the saw, which will cut you if you are hanging on the ledge, pull yourself up and walk the ledge. You need to then jump to the next ledge, which has a saw that will cut you if you are standing. Let the saw pass, then leap to the ledge and drop down into a hanging position. Shimmy to the corner and wait for the saw to pass overhead, then pull yourself onto the ledge and jump to the floor across from you.



Your journey through danger is far from over. The next ledge has a pair of saws moving in tandem. This is easy to get past, however. Let the saws get to the far end of the ledge, then run the wall to grab the ledge and quickly pull yourself up. Move along the ledge until you are lined up with the ledge on the other wall and jump to it. Now move to the end of the ledge, let the saws pass, jump back to the previous ledge, shimmy to safety, and drop down onto solid ground. Head through the half-closed door to enter another puzzle room.



Before you can get to puzzling, there are quite a number of baddies that must be dealt with. Don't leave yourself trapped at the entrance. Instead, move into the courtyard to give yourself some spacing. There's a water fountain in the left corner of the yard if you get in trouble. Once the enemies are defeated, grab the Retrieve (located behind some rubble in the far right corner of the yard) and then hop to the fiery Save Point for another vision and a delicious save.

A Booby-Trapped Courtyard - Save 6

The vision shows what you need to do to survive the courtyard, but in case you missed it, we'll give you a full recounting. Mosey on over to the glowing tile on the wall. Run up the wall to press the tile. This raises a platform in the center of the courtyard. Run up its side to get on top. The platform will lower after a few seconds, so quickly jump up and grab the bar. Swing and release to get to the next platform, then jump to the balcony to the right.



The slowly rotating blade on the ground isn't very tricky. Wait until it swipes, then run past it. Run along the left wall and jump off as you near the corner to get to the next part of the balcony, where several spiky poles and some spinning blades await. There's no trick here, you just need to be quick with your hands. Wait for the foremost pole to move aside, run in, leap over the slowly-spinning blade and then dodge the last remaining poles. Piece of cake. Jump to the bar, which opens the door and swing your way across.

You didn't think the courtyard drama was already over, did you? Oh no, far from it, lad. Next up, there's a trap-filled floor that will go spiky on your ass if you walk to fast. Not to worry, as walking the floor isn't on the day planner. Instead, climb onto the rumble near the start of the area and run along the wall. When you near the corner, jump backwards to grab the ladder. You can move left or right to swing yourself onto the front of the ladder. Time to climb! From here it's just a matter of a simple wall run across the gap and then a leap across the small corner gap to the next part of the balcony. Grab the retrieve.



See the booby-trapped floor in the corner? You need to get through the hole above it. Easy enough.

Climb the rubble in the opposite corner, then run along the wall. You'll automatically grab onto the edge of the hole. Pull yourself through. Don't think that the courtyard is over, you're just here to earn some extra health. Head down the hall and into the darkness... the other side of which is a familiar hallucination. Run to the fountain and drink up for another increase in the ol' health meter.

When you awaken, you're back by the spiky corner. Look across the gap and you'll see a couple of bars. Swing and release on each to get to a tiny crack in the wall that you can grip. Shimmy to the right, around the corner, so your back is to the next platform. Jump backwards and you'll clear the gap. Next up is another wall run to a jump, but the twist is there's a giant saw moving up and down the side of the wall. What kind of freak built this place?? Your wall run is very quick, so wait for the saw to move high and run across. As see the corner, jump off the wall to relative safety.



You're getting closer, but you're not out of the fire yet. Run straight up the wall in front of you to grab the ledge. Pull yourself up and then align yourself so your back is to the bar. Jump off and grab the bar. Turn yourself around on the bar so you're facing the closed door above. Yeah, it's closed, but you need to get up there anyhow, so do the ol' swing and release and quit yer bitchin'.

Now comes the hardest part of the courtyard gauntlet. You need to make a full run across the wall and avoid the moving blade at the same time. This is all about timing. Wait for the blade to move upwards. Once it has passed your head level, start your run to the next platform. Since the blade still has to travel to the top and head back down, you should have plenty of clearance. The next run is the same timing, but you must jump off the wall after passing the blade to get to the next part of the upper balcony.



Note the door with the symbol. You're about to open that. This is the final test of the balcony, so smile

or something. Once again you need to wall run to avoid the blade. Easy stuff by now. Do not step on the tile on the floor just yet. It opens that big door you saw previously, but it only stays open for a few seconds. Because of this, you cannot wait for the blade to be in the proper position after you've hit the switch, you need to time everything perfectly. Move behind the tile and look at the blade. Since you have a longer run, wait for the blade to be at the bottom of its move, then run across the tile to lower the door and run along the wall. By the time you reach the blade, it will be above. As soon as you land on solid ground, run through the door before it closes. Now *that was fun!*

Pull the lever in front of you until it won't come out any further. This opens a door at the end of the hall on the floor above you, but the door will close soon, so you must be very quick. First up you have some nasty saws and a spiked floor below. Obviously falling is not an option. Wait for the saw to be at a low point and wall run over it. Roll underneath the slow spinning blade. You now need a way to the floor above. Wall run up along the button on the left. This causes a platform to appear from the wall. At the peak of your run, jump backwards onto the platform. From the platform, jump up to grab the ledge above. Pull yourself up, then grab the next ledge above and pull yourself up again. Jump backwards to next ledge, then jump up two sets of ledges until you are standing on top of a gray ledge. Move around the corner, so your back is facing the platform and jump off to safety.

For the final run, you have two choices. There's a horizontal saw to the left and two vertical saws to the right. Choose left. Wait for the saw to get near you. Say about a quarter of the way from the end of its run, then run across the wall and you will run over the top of the blade. Hurry to the door and roll under it before it closes. Man, that was some hard, hard stuff.



Now for the easy part. Your dad is a Sand Demon and he has lots of Sand minions acting as his aids. Oh wait, this is the *hard* part, sorry, not the easy part at all. Your dad is one tough curmudgeon, but he should not be your primary concern. The other sand goons should be dispatched first and foremost. While they seem endless, there is a finite amount. Be careful when fighting the Blue Guards, as they can knock you down if you try to jump over them. Instead roll around them or jump backwards to avoid their attacks. Don't let yourself get surrounded. Anytime you are swarmed, back it up.



Your other concern is for the welfare of the young lady mixed up in the battle. She fires arrows that stun enemies, but you must also try and keep her safe. The best way to do this is to draw the enemies towards you. Anytime you spot an enemy closing in on the girl, move in and intercept. If she dies, you have to start the battle over from the beginning. Though you may be low on health following your run

through the courtyard gauntlet, don't be tempted by the fountain at the end of the hall. Getting there and drinking the water without getting mauled by the enemy is nearly impossible. Plus, you leave the girl to fend for herself. Instead, rely on the sand to protect you. Sure, you may die a few times, but as long as you are powering up your Dagger, you can rewind time and avoid the killing blow. Remember to keep moving and avoid getting backed into a corner. After you've killed the final minion, it's time to take on daddy.

Your pops isn't all that tough actually. For one thing, the girl is now safe from danger, so you can concentrate solely on your duel to the death with your poppa. Sand daddy will block all attacks from the front, but you can jump over him and attack repeatedly. Keep doing this. Again and again and again. Jump over and attack. Again and again and again. It takes a while, but eventually daddy dearest falls to the ground in defeat. Stab him and enjoy a cut-scene, a vision, and a luscious save.

Death of a Sand King - Save 7

You now have a lovely companion in tow. She runs off as your outside adventure begins. Let her go. There's a fountain at the start of the area, so be certain to drink up, then follow the Farah. Use wall runs to get across the two gaps, then stop and get chatty with the chica named Farah. She offers to provide you some long-distance fire while you handle the goons below. There are two waves of baddies, but compared to the fight with daddy and company, this one's a piece of cake. Don't expect much from your companion, but occasionally she stuns someone for you. Halfway through the battle she comes down to check things out. Of course this means you need to keep her safe, so attack any enemy that nears her.

Once every is defeated, drink up. Head up the stairs and go right to nab a Retrieve. Now hop back down the steps and go to the Save Point for another vision.

"I'll Try to Find a Way In" - Save 8

Make your way up to the door. It's locked. Gotta find another way in. What's new, hmm? The floor ahead crumbles. Time to wall run. As you do, the next platform crumbles as well. Don't freak out. Keep running along the wall and you'll drop onto a lower platform. This is where you are meant to be, so don't get stupid and make some last minute attempt to jump somewhere else. Wall run to the next green platform. There are some bars to vault on, but to get there you can't jump. Instead wall run all the way around the corner and you'll have just enough leg in your to reach the bar.



You may think, as you vault from one bar to the next, that you can easily drop down onto the stone ledge below. Don't you believe it. It's too high and the fall will kill you, but that is where you're headed. Swing on the three bars to get to the next green platform. Turn a 180 and wall run to the stone ledge

below. Now it's just a matter of one more wall run over the gap to the small patio below. Check out the lever with the orange symbol. Oddly, this matches the symbol on the door below. Grab hold of the lever using the Special Action button and wind it clockwise until a cut-scene shows the door opening. Drop down over the edge and onto the main entryway. Before you pop through the open door, however, move the other way to grab a Retrieve. Don't worry about the crumbling stone, you can still get the Retrieve safely.



As you near the entrance, several sand goombas accost you. There are multiple waves, but there's nothing you haven't faced before. Even though there's no water to heal you, you shouldn't have problems dispatching these goons. Once they're down, head inside and grab yourself another vision and a save at the fiery Save Point.

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Walkthrough: Part III

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Climbing the Tower - Save 9

It's time to climb the tower. Climb the rubble. At the top of the stone heap look up. There's a ledge above, which can be reached by running straight up the wall. Climb up onto the ledge and move to the right until you meet the end of the ledge. Jump off the ledge to the bar behind you. Swing from bar to bar until you reach a final set of parallel bars, one atop the other. You need to get up to the bar above. You've done this trick before. Vault off the bar you're on, then jump when you hit the wall and you'll spring back to the higher bar.



More bars await, so keep swinging and climbing slowly towards the top. You'll eventually make it to solid footing again, but there are plenty more dangers in store for you on your way up the tower.

First, head right. Smash the barrels and other wooden object in the way to gain access to a water fountain. Mmm... takes like Perrier. Head past the ladder. There's a saw in the wall, but you know how to beat this trap. Wait for the saw to get about two-thirds high, then wall run to the other side. Head through the veil, down the hall, and into darkness. Another safe trip across the mystical bridge earns you an extra dose of health. You wind up back on the platform and must run the gap again, avoiding the saw.

Now that you're on top of the ladder, you need to get the pesky closed door open. Make your way left to find more vertical saws. These ones are slightly distanced from you, so wait until they are just starting to come up and run the wall. The switch for the door is on the wall between two saws. Not a problem, as you're going to be running over it. As soon as the saws pass eye-level, run across and you'll hit the switch. Quickly more to the next gap, which has no perils other than gravity's pull, and run the wall. Pop through the door before it closes.



More closed doors and more traps. Did you really expect anything different? Wall run to the left, over the spiked floor, then head down the stairs. Your future love, Farah, is waiting at the gate and she's quite impatient. Step on the moon tile in the corner and stay on it until she is through the door. Follow her upstairs for some special loving. Or, rather, for some more puzzles and Sand Demons.



As you reach the top of the stairs, a cut-scene shows off your lady's resourcefulness. She slips through the crack in the wall and opens the door for you. How gentlemanly of her. Follow her into the next puzzle room, which will truly test your sanity. The two of you will need to work in tandem, though all of the hard work will be on your studly shoulders. For whatever reason, these fools decided to create a room with partially finished stairs. Head down the stairs as much as you can, then run the wall. When you reach the symbol on the wall, jump backwards. You'll grab the bar, which is actually a lever. It moves the upper stairs, allowing your accomplice a way to the next lever. Wait for the pinchers to snap, then drop and move right.



Head up the stairs and pull the lever until it goes no further. This activates the room's defense systems. You have very little time before the door at the end of the room closes, so hurry. You must contend with booby-trapped spiked floors and moving spiky poles. This isn't tough. The spiked floors are in a repeating pattern. First they start with two tiles on the outside, then two together in the middle of the floor and then back again. Weave through in an S pattern and roll through the door before it closes. You are back in a familiar spot, but that's purposeful. Wall run over the deadly floor and make your way into the puzzle room. Head down the steps to meet up with your girl once more.

The next gap you face takes you to a platform with pinching blades. Don't wall run, but instead jump to the platform and move to the edge to avoid the blades. Wait for the blades to disappear and wall run to reach the stairs above. Climb the stairs and pull the lever to switch up the stairs once more. Your companion does the same, opening a new challenge. Head down the steps and wall run to the next lever. Give it a rip. Continue making your way down in the same manner, pulling each lever as you go. There's no more trickery for now. When you reach the raised platform, enemies appear down below. It's time to get into the thick of things and kick some sand.



Drop down the left side of the platform and grab the edge. Jump backwards to land on crates, then climb down from there. This is a big battle, but nothing you can't handle. A new element, club-wielding enemies, is thrown into the mix. This is just a matter of dodging quickly. Their blows are mighty, but they are slow. Don't get stuck in one of the alleys by the crates, as the enclosed space hurts you far more than your enemy. Get to the open area and do your damage. Once your battle is done, climb the set of crates to the right of the exit (run straight up the crates) to net another Retrieve.



Now it's time to get the lovely lady down to your level so you can get out of the room. There are two marked tiles on the ground, each raising a platform. However, the moment you step off of them, the platforms lower. Fortunately, there are two crates in the room that can be moved onto the tiles. The first can be found atop the large brown crates to the left of the where your lady of destiny waits for you. Climb the crates and you'll find a light brown crate with moon markings. Grab it using the Special Action button and slide it over the edge of the crates. Hop down and drag it onto one of the tiles. The other crates is located on the ground, next to the stack of dark brown crates to the right of your lady love. Move it onto the other tile and you're golden.



Once the platforms are raised climb up and find the Save Point. Go ahead, have yourself another vision, we dare you.

The Warehouse - Save 10

Climb the newly raised platform behind the Save Point and run up the wall to activate the switch. The warehouse door below opens for a very short period of time, so run straight to it. Take a couple of easy wall runs over some spiked floors and you'll end up at the Sultan's zoo. To the right of the stairs is another Retrieve. Grab it before moving deeper into the zoo. As you take your first few steps, several Sand goons with clubs appear. Even in the slightly enclosed space, these guys should not cause you any troubles.



Once they're all defeated, head up the steps to another Save Point. This vision details what you'll need to do in the Aviary, so pay attention.

The Sultan's Zoo - Save 11

Make your way up the rises that border the cliff. Climb the thin palm tree to get to the higher rise. The final plateau has a square patch of dirt and a palm tree rising in front of it. Note the convenient branch that serves as a bar. Swing off the bar to land on top of the gate. Drop down and step on the platform to let in your lady love.



You are near the aviary, and as such you are faced with the Sultan's prized birds which, thanks to the sand fiasco, are now prized vultures. The Vultures are not difficult to beat. They take just one hit to destroy, however you can't jump up to them, so you need to wait for them to strike. Look to the skies and stay out in the open. Your partner will fell a couple with arrows. Apparently Farah does have a use outside of your own sick fantasies. When a bird flies down to strike, you have about a two-second window to slice you're your sword. Act quickly and you'll take no damage. Before continuing on with any puzzles, take down all of the birds in the area.



With the feathered villains vanquished, head inside the hut. There's nothing of interest in here except for a crate resting against the wall. Grab hold and pull it back to reveal a small crack in the wall. You, my friend, have eaten a few too many tater tots and cannot make it through. But your waif of a girlfriend can indeed. When she crawls through the crack, head back outside and to the cage on the right. She emerges and pulls a level, which opens the door to the aviary (to the left). She'll disappear through another crack, but don't worry about her for now. It's time to enter the aviary and face some platforming goodness.



The moment you step into the aviary, look right for a bar. Grab hold and turn to face the nearside of the cage. There's another bar directly above you. You know what to do. Swing, release, jump off the wall, grab the bar above. Easy. There's another bar, straight ahead, so leap to it and from there vault to the wooden walkway. Facing the cage wall, head right and wall run the gap to the next wooden platform. Though there is a bar accessible from the platform you're on, ignore it. You need to wall run again to reach a ladder against a nearby column. Climb the ladder and make your way to the end of the platform to another ladder, which you must climb. Run left along the wall (when facing the cage) to another short platform.





Now it's just a matter of another long wall run to the long bar attached to the cage wall. Swing to the exit. From the exit, there's still more work to do. Run and jump to the grassy platform against the cliff face. There's a palm tree here with a good swinging branch. Use the First Person View to eye the branch if you can't quite see it from your current angle. It's very high, so you'll need to run up the cliff wall and jump backwards to grab it. Facing the top of the aviary, swing and release from the bar and pull yourself up. Head to the center of the aviary roof to find a lever. Grab it and move the gear clockwise until a cut-scene shows a door opening. Ta-da!

Atop A Bird Cage - Save 12

The door is not on a timer, so you can take it easy on your way down. Look out over the aviary roof for the platform with the Save Point. Leap to it and save. Drop down to the level below. There are a couple of flag poles below this. To make sure you grab one when you drop, look for a couple of pieces of small rubble on the edge of the platform. Stand on these, then drop down and you'll grab the bar. Swing across. Go straight and you'll spot a lever and a moon marking on the wall. Run straight up the wall and jump to grab and pull down the level, which raises a ladder so your fair lady can join you.

Head through the door you recently opened and make your way down the path until you run into a pack of Scarabs. Take them out quickly and enter the room they came from. There are some cages here, a few barrels, and a lever that's hanging too high for you to reach. At least, it seems to high to reach. Climb up the rise at the back of the room and smash the barrels. Wall run to the left and jump backwards when you reach the yellow moon symbol and you'll have yourself a fistful of lever. Once it's pulled, feel free to drop to the ground.



Enter the newly accessible cage and snag the Retrieve. Then head to the crate against the wall and slide it to the side to reveal a crack for Miss Thang to crawl through. You must push the crate against the wall and then pull it back to full reveal the crack. Your special lady steps on a tile, which opens another door you can't see. Well, move your but down the path and you'll see said door. Go through it. The door slams shut behind you. With your lady friend stuck outside, it's time for you to get down to business by yourself.

Smash the barrels to reveal a lever. Pull it back fully. This opens the door down the hall, but also activates the security system. You don't have much time, so you must hurry. First up are three sets of spinning blades. Each has a booby-trapped floor tile on one side of them. Move to the safe side and roll underneath the blade. Leap over the spiked floor, then wall run the left wall when the twin saw blades are about two-thirds of the way up. Lastly, you must walk very slowly over the booby-trapped tiles, then roll under the door before it closes. Don't get disappointed, but your lady love managed to get to the other side without running the gauntlet. Don't you wish you had those hips? Leap across the gap in the bridge and enjoy the vision.



Cliffs and Waterfall - Save 13

Return to the girl. Don't get nuzzly with her just yet, because you're leaving her side right about... now. Run along the wall to the platform with the palm tree. Climb the palm tree, then jump to the next, and finally to the area above. There are two Vultures here who must be dealt with immediately. From the angle given, it's very hard to kill them, but the trick is to roll/dodge as one dives, then slash it with your sword. With the bird menace gone, run the length of the wall. You'll just barely grab hold of a tiny ledge at the corner. Shimmy around and leap off onto a palm tree. Before continuing the platforming, slide down the palm tree and grab the Retrieve on the ground.



With Retrieve in hand, climb the palm tree again and leap to the next tall tree. Hop from tree to tree until you reach a platform with some delicious water. There are also a half-dozen Vultures up here who attack one at a time. Their attacks do less damage than what you recover from a drink of water, so if you need health, the minute you land, drink once or twice, then battle. Once the birds are dead, drop and hang from the ledge and shimmy you way to the right. When you reach the edge, drop down. Hop across the gap-filled bridge to another lever and gear. Push the gear until a cut-scene shows a distant door opening.



Now it's time to get down, but you won't be going the way you came. A pair of palm tree rise near one wall. Though it seems like you can make the leap, you can't. Instead, run the wall and jump when you cross the mossy path on the cliff. Slide about half-way down the palm tree, then leap onto the next. From this palm tree you can jump to the landing on the right. Run the length of the wall and you'll land in front of the now open door. You may want to jump the bridge and save, as there's fighting ahead and no save point in the near future.



Head down the long hallway and fight off a few Scarabs. There's a drinking fountain here, so be sure to fully heal yourself when your Scarab battle is over. Continue down the hall until you reach a hole in the wall leading to the baths... and a bloodbath of sorts as there are plenty of baddies waiting for you inside. A new type of baddie awaits, but he is no different than the rest -- just another Sand Masochists with a different outfit. This is an open area and you should have little trouble moving around, but your partner is exposed, so focus on the beasts that attack her. Freeze enemies when you are swamped and attack the unfrozen. This will give you a little more breathing room.

When everyone is dust, head up the steps. There's plenty of water here and a Save Point. Check out your next vision and save.

[On to Part IV...](#) 

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Walkthrough: Part IV

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The Baths - Save 14

Head up the steps until you reach a moon marker on the floor. There's a vase to the left. Push it to one side to reveal a crack, which your lady love can slip through. Keep pushing and pulling the vase until it's resting on top of the tile. This will hold open a nearby door you can't yet see. Beware the swinging log as you enter the room. It has a very long reach. Wait for it to swing it's furthest distance from you, then run to the edge and drop down, grabbing the edge as you do. The log can't hurt you now. Position yourself over the crack below and drop. You'll grab the crack and you can drop once more.



There are two bars hanging over a spiked floor. Wall run straight up the wall opposite the bar, then launch off to nab the bar. Swing to the next bar and then to safety. Now you just need to make it up top, which will require some Mario skills. Jump from wall to wall, ping-ponging your way up top. When you reach the crack halfway up, grab on and take a break for a second. When you're ready continue on up. Should you fall when you near the top, rewind to the moment when you are resting with your fingers on the crack. Once you get to the top, do not pull yourself up, as the log will get you. Wait for it to swing overhead, then pull yourself up and quickly run to the door.

The next room is a biggie and has a very complex puzzle to solve. However, you're not solving anything at the moment as you must take out a dozen Sand Demons. There's water everywhere, so if you get hurt badly, retreat and take a sip to replenish your thirst. This battle is no different than the others you've won, so by now you should be able to handle yourself fairly well. When your foes are dust, head up the steps to the Save Point. Pay attention to the vision, as it shows the steps you'll take to clear this room.

"There's Something Glowing up There" - Save 15

There's a lot of tiles to push here, so pay attention. If you walk to the center of the fountain, near the Save Point, your companion will stand and stay on the movable tile. The rest is up to you. Head to the end of the fountain, with the statue holding the vase. To either side is a tile on the wall. To the left there's a statue. Push that statue against the tile. This opens a door. Move to the tile on the right and run up the wall to activate it. This opens up a second door. You must get through the doors before they close, so hurry to the left.



Run through the doors and get the Retrieve. Head through the final door to the lever. Turn it until a cutscene appears, showing the fountain draining. Run over the center tile to open the door and return to the large room. With the water drained, you will be able to run up a few more walls, giving access to some ledges. Head to the entrance and go to the left wall. There's a very noticeable ledge. Run up the wall and grab onto it. Pull yourself up, then jump to the bar behind you. Turn to face the column behind the bar and jump to it. Leap to the next column and from that column you can leap to the bar sticking out from the wall.



Shimmy along the bar until you're facing the next bar. Jump to it, then jump once more to grab the lever hanging from the ceiling. This partially opens up a panel near the entrance. You'll need to pull the lever on the other side of the room to get the panel open the rest of the way.

Go to the other end of the room, opposite where you grabbed the first ledge and you will find another. Get up it then jump backwards to grab the bar. Shimmy towards the near side of the bar and position yourself so you're facing the far wall, where the other lever waits. Swing on the bar and jump and you can make it to the next bar without any trouble. Now shimmy around the corner of the bar and jump onto the column. Jump from that column to the next, then to the bar. The rest is as before. Shimmy along the bar to position yourself for the next leap, swing and release, grab the next bar, do the same, and you are at the lever.



Head over to the panel on the left side of the entrance, which is now fully open. There's a big stone block nearby. Push it through the opening and it will fall and hit below with a loud splash. Where'd it go? Remember the last part of the bath? Yup, you need to head back to the last big room you were in. This means traversing the two spiked swinging logs and also Mario-ing yourself up a wall. You did this exact same feat to get to the room you're currently in, so merely do the same thing.

Once you're in the previous big room, head for the water and you'll find your block lying there. Get behind it and push it along until you see the channel split in two. Push to the left to shove the block over the waterfall. Hop down after it. There's a ladder against the far wall. Move the block underneath the ladder then climb on up. Snag the Retrieve before peeping through the opening. Oh look, it's the original room you entered upon your arrival to this section of the palace. Only this time, you're at a much higher position. Huzzah!



From the window you're standing in, look to the right and you'll see a wooden platform. You need to jump diagonally to it. Get near it and you'll automatically grab the edge. Go through the doorway. From the balcony, you should be able to see a series of long bars extending across the ceiling. You're gonna be swinging on these. To get to the first, run straight up the wall to the right of the doorway and jump backwards. Now it's just a matter of swinging from bar to bar. At the last bar, jump to the wall and you'll land on the thinnest of ledges. Move to the left and then head into the next room (you'll need to

smash the barrels in the doorway).



Ah, here's an old favorite. Step on the tile to open a doorway at the end of the room, then traverse the booby traps before the door closes. This one's rather easy as you must only contend with two spinning blades and the door stays open for a bit. Stay to the left and run past the blades when they point forward. The next room features a bevy of baddies. You've got skill, take them all down. Scope out the Save Point that appears. It's another vision. Delightful.

Above the Baths - Save 16

It's just about time to get your new, more powerful weapon. Head over to the closet against the wall. Grab it and drag it towards the edge of the balcony. Climb up and you can now easily reach the bar above. Swing from the bar to the column. Now hop around the columns to reach the other balcony where there's a familiar glow. Snag the Retrieve and make your way to an opening at the end of the balcony railing. You can make a wall run to the next platform, where there's a pedestal. Hmm... what could be on it?



Move to the pedestal and grab the sword. Watch the cut-scene where it appears that you figure out this is a pretty dope sword. Feels mighty. Ah, yes. Wall run back to the balcony you just came from. See that boarded up area? Take care of it with a few swipes from your new sword.



As you start down the stairs, look to the right. There's some cracks in the nearby wall. Give it a few whacks and the wall crumbles! Ooh-la-la this new sword is great! Head down the hall and into your hallucinogenic world with the lovely blue aura and the water that increases your health meter. Continue down the stairs and destroy the boards blocking your exit.

Remember that wall with the glow coming from behind it? Destroy it with your new, manly sword. Run down the winding stairs. Look, it's another puzzle room, who knew? To the right you'll find a pedestal. Grab and move it to reveal a hole only a mouse or your new girlfriend could make it through. The pedestal is good for more than getting rid of girls, move it into the outline against the wall. Climb up and run straight up the wall and jump at your peak to vault and grab the high bar. Vault to the next bar and then to the platform beyond.



Ahead you'll see a Retrieve, but the gap is too great for you to reach it right now, so instead, leap to the platform to the left. Edge along the narrow ledge to the right. See the ledges across the gap? Yeah, you can't make that leap from here. Instead, drop down to the lowest ledge and move as far right as possible. It's time for another pinball jumping move. Leap from wall to wall until you reach the top ledge. Move along until your back is facing the platform with the Retrieve. Climb to the higher ledge and jump off. Snag the Retrieve, you've earned it.



At this point, your gal pal let's you know she's unlocked the gate. About time. Now you just need to get down there in one piece. It's easy if you know how. Move to the edge of the platform that faces your sweet, sweet love. Drop down onto the ledge and then drop again to grab a lower ledge. Now shimmy right to the next side of the plateau and leap from there to safer ground. Move along the ledge and climb up to reach the girl.



In the next room, move the lever clockwise until the door opens. Whip out your sword, as there are a few Scarabs inside. Take care of them and head to the end of the hall. Grab the pedestal and move it aside. Should you be worried your girlfriend gets so excited every time she sees crack? Eh, whatever. You have bigger things to worry about, namely the enormous gorge ahead. But if you wait a moment, your girl appears at the other end and steps on a tile which produces three platforms. Wall run to the first. To reach the other two you must wall run and then jump when you are line up with them. There's no time limit so take a moment to get an idea of when you want to jump. Once across, follow your lady up the ladder.



Once up the ladder, it's a frenzied melee battle as scores of enemies come at you. There's no water up here, just your catty reflexes to spare you from death. Your best bet is using your freeze power on the Blue Guard, since they are the tough ones. Concentrate on eliminating them first. Though your girl can handle herself, always come to her aid if a Blue Guard is on her. Stay jump, keep moving, and you'll do fine. Once the enemies are destroyed, go to the Save Point. This vision isn't filled with puzzles, but it sure gives you an idea of what's to come.

Daybreak - Save 17

Once you've saved, head to the end of the room and you'll see a bricked up doorway. Bash it with your big bad sword. Head down the hallway, filling up on agua along the way. There's a closed door, but where is the switch? Hmm... could it be behind those breakable barrels? Why yes, yes it is.



The next room is one bastard of a battle. The room is crowded with furniture, making movement difficult and your enemies are mostly Blue Guard. Your lovely assistant Farah will be caught in the mix too, so you need to keep an eye out for her in case she gets into trouble, but you just won't always be able to protect her. Remember, she's fine as long as she ain't dead. The fight is easier if you move downstairs, but that also leaves your gal much more vulnerable. Because the Blue Guard will knock you down if you jump over them, try to focus on roll dodging and even dodging backwards. Blocking, blocking, and blocking will see you through. When all your enemies are dead, head to the Save Point by Farah for another vision.

A Soldiers' Mess Hall - Save 18

Make your way down the stairs. There's a water fountain against one wall so drink up for a healing. When you're ready to leave the room, climb onto the rubble. Look for the bar hanging from the wall. Wall run to grab hold and then swing to the next bar. From this higher bar you can reach the ledge in the corner of the room. Jump to it and climb up. Edge around to the other side and leap to the bar. Swing to the next set of ledges, then jump up to the top ledge. Make your way around and snag the Retrieve.



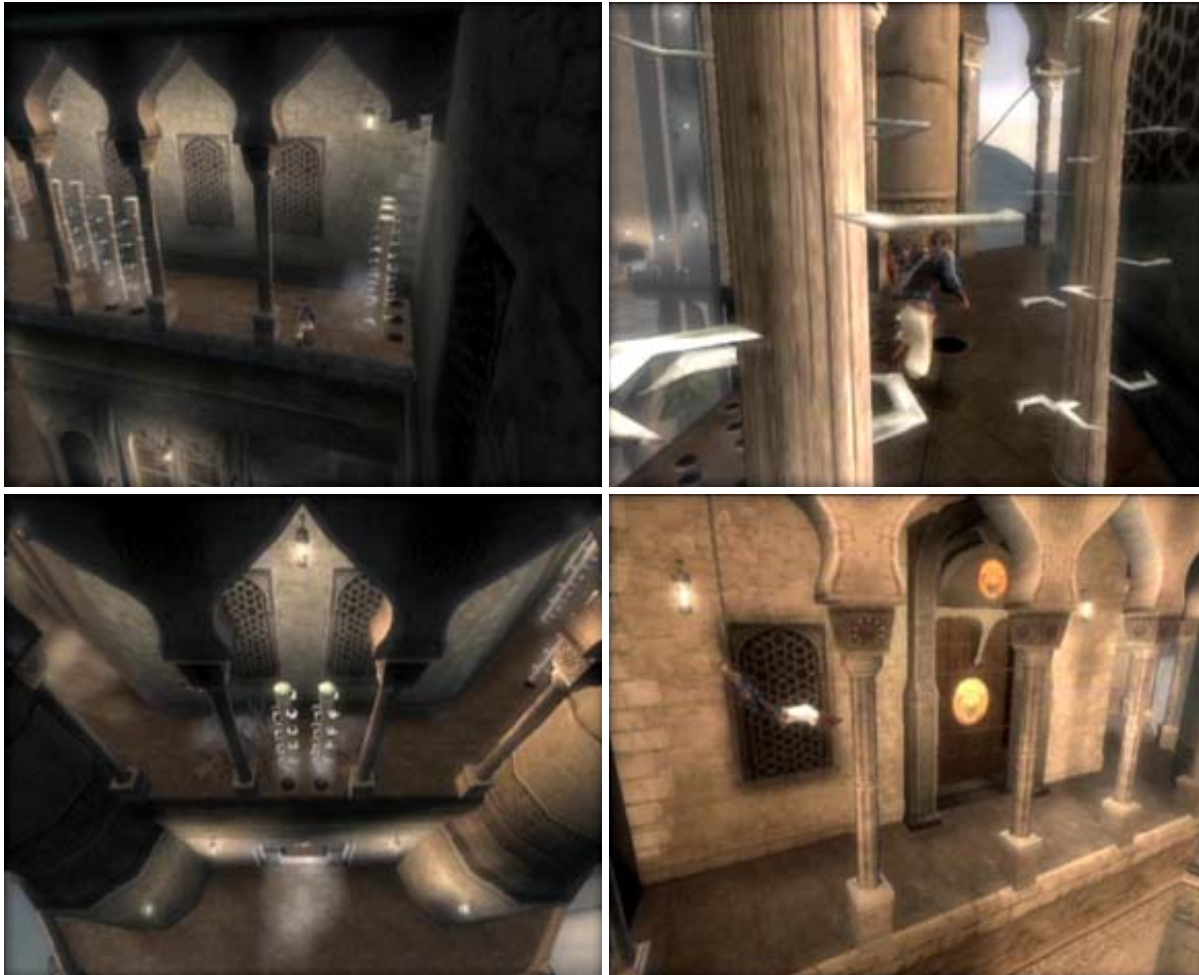
Once the Retrieve is, well, retrieved, go back around the ledge and leap to the upper bar. Use this to swing to the balcony. Then it's just a matter of a wall run across a gap. Pass the locked door and step on the tile switch. The door opens and you're set to go outside, into the sun.

Your next task is lowering the drawbridge. It won't be too difficult. Go left (when facing the drawbridge) and keep running until you reach the end of the walkway. There's a bar ahead. Leap to it, then swing to the next bar. You now much reach a bar above your noggin. You've done this one several times already. Vault off the bar and jump when you hit the wall to spring yourself back at the higher bar.

Piece o' cake. Make sure you're facing the short roof and leap to it. After climbing up to the next floor, you'll have some more fancy footwork to attend to.



Look out for all of the crazy spiky poles and booby-trapped floor tiles. The first ones are perhaps the trickiest to get past. Hang from the edge of the walkway and shimmy as far left as you can. As soon as the poles pass you to the right, get up and move left, but drop down again once you are past the column that blocked your shimmy in the first place. Let the poles pass right again, pull yourself up, and you're clear. Next up are two poles moving back and forth at opposite moments. You can't bypass them or shimmy the edge because of the spikes floor. Major bummer? Heck no. Get behind one of the poles, wait for it to reach near you, then follow it as it heads back. After you pass the other pole, which is now headed the other way, step into its lane and you're clear.



The next part looks tough, but is very easy. Two poles move east to west simultaneously and there's booby-trapped flooring in front and back. Impossible? Hardly. As soon as the two poles touch the wall and are starting back towards the front end of the walkway, wall run across. You'll activate the spike, but you'll be running above them, so you'll be fine. You may want to switch to the Alternate View if you have trouble seeing the spiky pole movement. That's it for the traps. Get to the end of the path to find a lever hanging from the ceiling. Run straight up the wall and jump off to pull the lever and open the door. Head back inside and run down the stairs.

At the bottom of the stairs is another lever. This one you can reach by simply jumping up. After all, you do have some hops. This slides out a long ladder so Farah can climb on up. Once she's with you head to the closed door at the top of the stairs. The trigger for the door is inside the room. Have no fear, your girl gets on her hands and knees and crawls underneath. With the door open, enter the room, grab the Retrieve, and pull the lever hanging from the ceiling with the old wall run to a jump. This lowers the drawbridge. Head outside and move along the walkway for a moment, keeping an eye out for a wood platform on the level below. This appears before any booby-traps. Climb down onto the platform and make your way to the drawbridge.



Before stepping onto the bridge, drink from the fountain and take out your sword. As soon as you set foot onto the bridge, a brawl ensues. This is about as tough as the previous fight, but fortunately there's no furniture to halt your movement. As always, keep moving, avoid being surrounded, and use your slow time power if you are having trouble keeping up with your enemies. The freeze power is a dandy, so it's never a bad thing to use.



Once all enemies are downed, heal yourself and step onto the Save Point for a look at what's coming up.

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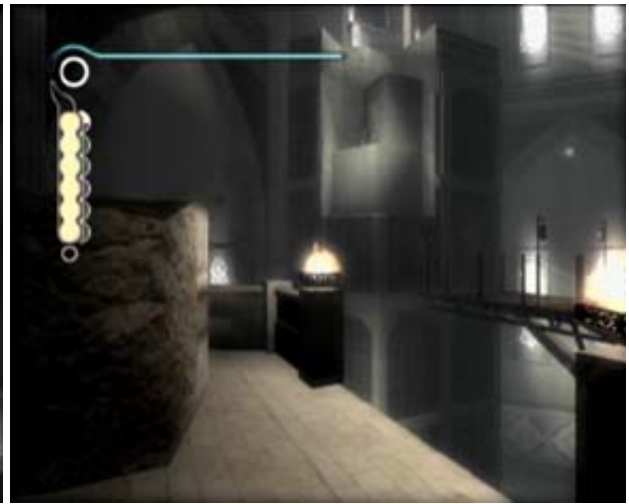


Walkthrough: Part V

Part I	Part II	Part III	Part IV	Part V
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The Drawbridge - Save 19

Cross the bridge and enter the next room. No traps in here, just a lever that needs to be rotated. This closes the door you just came through, but opens a way into the next room. What follows is a bridge-raising adventure. Your goal is to raise the half-formed bridge up to the top of the tower, but there's a lot of trickery involved. First you need to get to the proper lever. Start up the stairs. There is a lever at the top, but do not pull it, that comes later. Your job is to turn around at the top of the stairs and wall run to the flag pole. You can then turn and jump to reach the next highest pole, turn and jump again, and finally jump to reach the higher platform. Pull down the lever. Farah then comes up the stairs and pulls the lever, which rotates the bridge. Let your girl get on the bridge and pull your lever a second time. To prove her usefulness, Farah climbs a series of steps and gets to the next lever. She pulls and the bridge rises and rotates.



To one side of the lever is a stepping stone. Use this and a wall run to grab the ledge. A sawblade runs horizontally. Let it pass to your left, pull yourself up, then grab the higher ledge and get up. Leap backwards onto the bridge and then jump from the bridge to the large hole in the wall. Drop down onto the outside balcony. Run to the right. There's a bar sticking out, begging to be grabbed. Smash the barrels in your way, then wall run to the bar. Swing and leap to the other side.



There's a doorway back into the tower. Take it and you'll see that you are at another lever, one you can pull with the standard wall run and jump. This spins the bridge to you. Step forward, onto the bridge, and your girl pulls another lever, which swings you in front of a hanging ladder. Of course, you can't reach it with a jump, so leap across the gap and grab hold of the ledge on the wall. Move to the

ledge above and you can jump backwards to the ladder. Climb it. Run past the closed door to find the final lever. You can reach it with a jump. Pulling it does not unlock the door, but does provide a ladder for lady love to climb and join you.

Get back to solid ground and meet your gal at the closed door. Looks like there's no way through, unless she can fit through that tiny hole in the -- well, there she goes. My, my, my. Farah opens the door. Follow her through and approach the bridge, where several Vultures wait. They still attack one at a time, making this a fairly easy contest. When one goes low, block and then strike. It's that easy. Cross the bridge and watch it crumble. Guess there's no going back for your luggage. Your gal squeezes into a hole, but the trigger tile is broken, so you'll have to find your own way inside. To the right is a water fountain where you can refresh yourself, and to the left is a Save Point, where you can smoke some peyote and have yourself another vision.

A Broken Bridge - Save 20

Walk to where there was once a bridge and drop down. There's a ledge you can grab automatically if you drop once, so do so. Edge to the right from the ledge and jump to the tall column. Slide down the column and jump to the column on the left. From here you can jump to another pencil-thin ledge and shimmy around to the left, all the way around to the next side of the building. It's time to do a reverse Mario. You've jumped from wall to wall to climb, this time you are doing it to get down safely. The principal and action is the same. Leap from the ledge to the wall and when you hit the wall, push off with a jump. As you ping-pong from wall to wall, gravity slowly takes effect.



However, once you land, you can't jump around and congratulate yourself, as the flooring crumbles. As soon as you touch down, run left until you reach a wall. Run up the wall and jump off to grab a bar above just as the last bit of walkway crumbles. Jump to the left to safety and Farah comes out from the balcony above you. Apparently she's found a great place to have tea or something. That's good for her, but you still have to find a way to her location.



Drop down on the other side of where you're standing. There's a ledge before you hit the ground. Stay on it and leap across the thin crack ledge on the stone corner. Shimmy around the edge and leap backwards to jump the gap and land on the platform with the Retrieve. Take it. Hop onto the column to your left (when facing Farah). Leap from the column to the ledge to the left of your girl. She runs off to the baths (well, she was sort of smelling the place up) and suggests you meet here there if you ever want to see any action again. And by action she means evil Sand Demons trying to rip out your intestines.



Shimmy as far left as you can and drop down to the ledge below. Do some more shimmying until you get back to solid footing. Remember that part in your recent vision where you had to walk across a very, very narrow wall? Well, it's time for some of that. Walk onto the thin bridge. You will automatically walk toe-to-toe, with your arms out for balance. All you need to do to get safely across is move slowly. Remember, this is a high wire act, so you must move slower than a walk. Think crawl. If you start losing balance, stop moving. Get your balance back and continue. On the other side, head right. You'll find a water fountain if you need it.



The next puzzle room is not particularly puzzling. At least, not yet. Go down the steps and to the right. There are Vultures here, but they don't notice you yet, which is perfectly fine. Run along the wall to the right and jump backwards as you near the corner to launch yourself at the flag pole. Swing from pole to pole until you reach the landing with the Save Point. Want to know what's in store for you on your way to rejoining Farah? Watch the visions, kid.

"I'll Meet You at the Baths" - Save 21

Drop to the level below. To one side you'll see the top of a thin wall, which you can tip-toe across. Do so and then jump the gap. Continue your way clockwise, jumping the next gap you come to. You'll soon find yourself unable to go further, as a crushed metal gate across a gap can't be landed on. When you reach this point, Look to your right. Leap to this next wall.



As soon as you are at the next wall, pull out your sword. The Vultures you've seen circling now come in to attack, one at a time. You know the timing of this -- when a Vulture rears back and screeches, take your swing. If a Vulture knocks you down, quickly climb back up. You cannot complete this puzzle if you fall to the ground, so should you get knocked down, rewind yourself back on top of the wall. Don't move until all the Vultures are dead. With the feathered beasts destroyed, sheath your sword and Jump across the gap onto a rotted gate.



Make your way onto the skinny post. From here, look for the corroded piping sticking out from the wall. Make the leap and then carefully walk up to the corner platform where a lever hangs from the ceiling. Pull it to open the door below you and produce a ladder you can use to climb down to the ground floor. Before going to the door you've opened, make a 180 from the ladder and go through the thin hole against the main wall. Grab the Retrieve. Now it's time to head to the door you opened, which is on the other side of the ladder. Enter the room and pull the lever. This shifts several gates and releases a few Scarabs.



As you come out of the room, the newly opened gate is to your left. However, go Scarab-hunting first. With all of the Scarabs squashed, head through the recently opened gate to find a pull lever. Grab it and yank it back as far as it will go. This raises the large gate at the exit, however there's no way through yet. Instead, that raised gate is going to help you cross a gap you couldn't reach before. The gate is slowly closing, so you must act quickly. Climb the ladder and retrace your tip-toe path all the way back to the ledge below the Save Point.



As the gate closes, it provides a wall for you to run across to the other side, where you can nab a Retrieve and find another room with a lever. Pull it to create another fun ladder. Yippee!

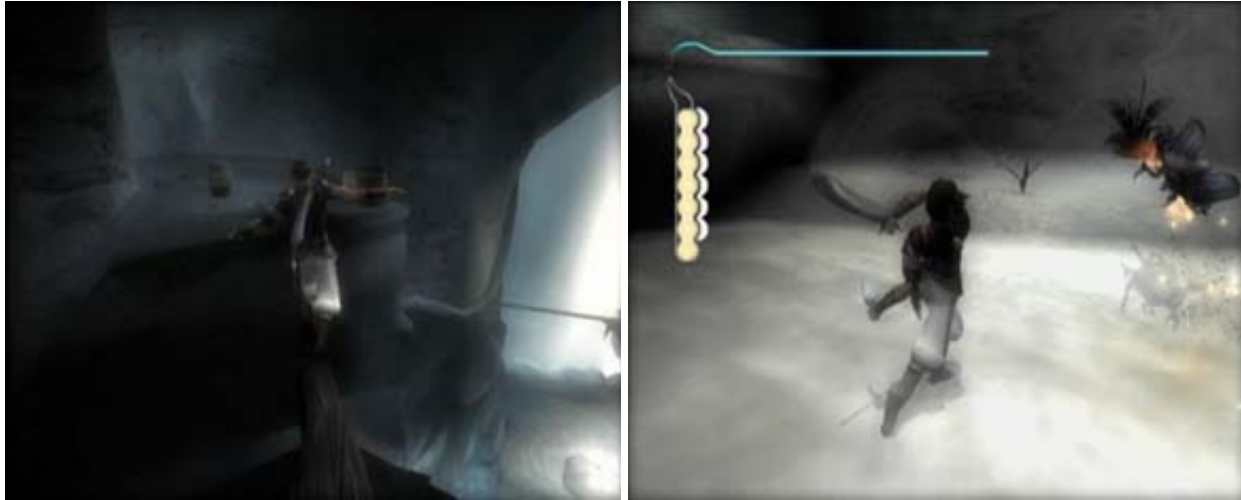
Wall run across the gap, to the platform with the new ladder. Here you'll find an orange moon tile. Stepping on this tile opens the exit for a few seconds (just enough time to slide down the ladder and escape). But hold on, Skippy, you are not quite done. See the barrels near the tile? Smash them and the wall they protect. Go through the hole to your favorite place on earth... the fountain of life!



After drinking from the fountain, it's time to leave. Step on the tile to open the door and quickly run to the ladder. Slide down and head through the door. Follow the cavern until you are blocked by rubble.

It's time to whip out your sword and smash some rocks. With the path clear, enter the subterranean baths, a place where Farah cannot be found.

Walk across the beam to the other side. Head right and drop onto the thin ledge below. As you make your way right, the ledge crumbles. This is no a new puzzle for you at all. Drop to the lower ledge and continue until that ledge crumbles, then drop again. From the lowest ledge, you can drop safely into the water. Be careful, as the stream will attempt to pull you over the edge. Take out your sword and head to the island. Make your stand there as the Scarabs attack. When all are destroyed, grab the Retrieve.



With Retrieve in hand, head across the stream and up onto the ledge. There's no Save Point here, but you do get a vision-like view of what needs to get done to make it through the underground cavern alive. Start by tip-toeing on the beam over the giant waterfall. Once on the other side, drop down onto the ledge and make your way right. When the ledge crumbles (you knew that was coming, didn't you?), drop to the lower ledge and head left, then drop down to solid ground. You cannot run along a wall of water, but you can easily make the leap from one ledge to the other across the gap. To line this up correctly, just put yourself against the wall and jump through the water (yes, you are fine jumping through the waterfall) and you will land on the other side safe and sound.



It's pretty obvious that the next step is to cross the log. But it's not that simple. Once you are about halfway across, a new menace appears -- Bats. These guys are easy to wipe out, as long as you are ready for them. When you see a flutter of wings moving up towards you, take out your sword. Bats attack as a group and take a few seconds before they do any damage. Wait until they are on you, then swing your sword and you'll take out most of them. Any that remain back off. Don't swing your sword. Instead, let them get close again and then swing. When they are all dead (or fly away in fear) finish

your walk across the bridge. At the next platform, it's just a matter of a full wall run to the left. to get to the next level down. Don't worry, you will drop safely onto the landing in the corner. Promise.



Drop down onto the ledge on the left side of the landing. Make your way left. As you near the waterfall, more bats come. Take out your swords and slash them. Once they are taken care of, make your way to the end of the ledge and leap backwards, across the waterfall, to the next ledge. Make another leap to the ledge beyond.



Cross the log. Oh lookie, the Save Point is just ahead. After you cross the log, wall run to the Save Point. Be sure to pay attention to the vision and save your game.

Waterfall - Save 22

After your vision, you awaken on the step below the Save Point. No worries, as this is where you want to be. Do your tightrope act across the log and then smash through the wall that blocks your path. The shaky wooden platforms ahead are as unstable as they appear. This is an easy series of wall runs. All you need to do is keep moving and you'll be fine, running across the wall to bridge the gap between each platform until you reach solid ground. Take a drink of water from the puddle if you need it.



Break down the wall ahead and move forward into the next cavern. There's another series of collapsing platforms here. Wall run across each. When you reach the final platform, perform another wall run. Do *not* jump, there is a ledge on the wall that is hard to see, but if you wall run, you will grab it. As soon as you are on top of the ledge, whip your sword, there are bats coming. Wait for them to cover you, then swipe. Once they are scared off, shimmy along the ledge until it crumbles, then leap up to grab the ledge above and continue your travels to the right.



When you can move no further, it's time for some stalactite leapin' action. Jump backwards to grab onto the stalactite. It's sad to say, but this cavern doesn't floss so its stalactites are calcium deficient. Hang on for more than a few seconds, and the stalactite break. Quickly position yourself to face the wooden platform against the wall. Leap to it. This platform, of course, will crumble in a second, so run along the wall to the next platform. Here's where it gets really fun. You need to wall run and then leap to the next stalactite. Run along the wall and jump when you reach the stalactite's shadow. Turn around on the stalactite and jump to the next and then to the ledge on the wall.



Move along the ledge until you can go no further. From here, it's just a matter of leaping from stalactite to stalactite. Boy, that's really not a fun word to say over and over. Though your eyeballs may fool you into thinking you need to climb up a stalactite to make a jump, you do not. Just turn and jump. You'll eventually reach solid ground where you can save your game and enjoy the beauty of another vision.

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Walkthrough: Part VI

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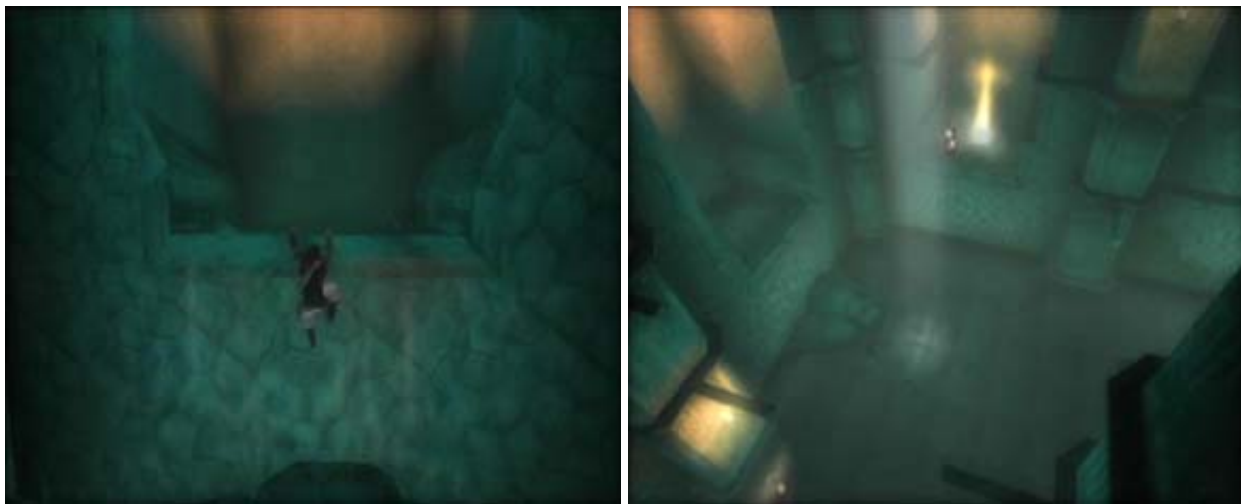
A Cavern of Ladders - Save 23

Hop up onto the ledge to the right of the Save point. Move along to the end and jump backwards to grab onto the stalactite. Jump from one stalactite to the next until you reach solid ground, where there's a lovely Retrieve waiting for you. You don't have to climb any of the stalactites, just move into position. Don't panic, take your time and you'll get the job done.



Cross the bridge (which won't give way, so take it easy) and watch the cut-scene showing the room ahead. This is really just a long series of wall runs. Following the first run to the wooden platform (which, again, doesn't give under your weight), take out your sword. When fighting the bats, your approach is the same, however, be sure to stand away from the door and the wall so your sword doesn't bounce off and ruin your swing.

Wall run to the ladder and slide down. Run along the wall to the platform to your left and take the ladder down. Take out the bats, then head right for another wall run. Continue to the next platform, which has a ladder that will take you to the bottom. Once you hit the water, take a drink if you need health and head through the opening. There's a wall in need of smashing. Do the deed and continue down the tunnel.

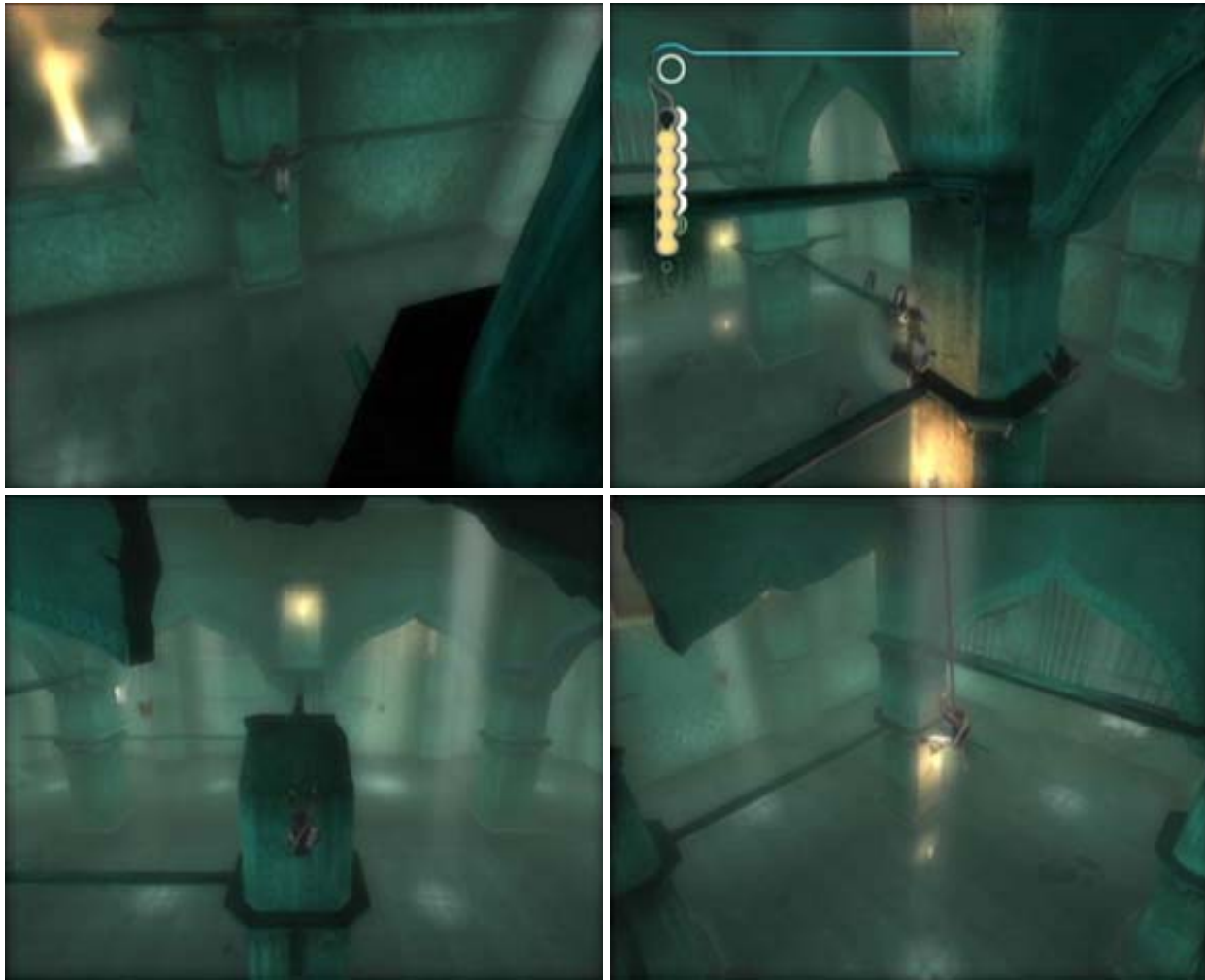


At the other end of the tunnel is your next puzzle room, which features your first chance on the ropes. Yippee! Before tangling with the room, go ahead and get to the Save Point. To do this, turn left and climb up the rubble. Run straight up the wall to get into the alcove above the rubble. Turn around and line yourself up with the rope. Run and jump to grab the rope. A rope works like a combination of a bar and a column. You can move up or down or rotate left and right. To swing on the rope, hold down the Special Action button and press the direction you want to swing. Swing to the left and leap to the Save Point. The vision shows what you'll need to do to clear this room.

An Underground Reservoir - Save 24

Facing the Save Point, jump up onto the ledge to the right. Make your way to the right, about halfway around the ledge. Below is another ledge with a small plank extending from it. Drop down and walk the

plank. Jump across the gap to the next plank. Head left and continue that way, moving clockwise around the four pillars at the center of the reservoir. At the second pillar, you'll encounter some bats, so be prepared to stand and fight. Continue on to the third pillar, where part of the walkway crumbles. However, you can jump up to the pillar and climb to the second tier of the tightrope-like catwalk.



Move to the middle of the catwalk and look for the rope, which hangs in the center of the four pillars. Jump to the rope and then jump across to the ledge against the decorative bars. Edge to the left and you'll come across a plank that connects to the wall. Cross it halfway. See that rope nearby? Jump and grab it. Turn to face the rope that looks much too far away. To the right of it is a lighted archway. Swing on your rope and build some momentum. When you jump, push forward while in the air and you'll just barely grab the rope. Phew.



Turn to face the archway, swing and jump through. Now it's time for some old fashioned booby-trap lovin'. Straight ahead is a nasty bladed pincher and above you'll find dual sawblades. You need to run up the wall, grab the beam, and avoid the blades. The trick is to wait for the top blade to be headed right but not be to you yet, the lower blade headed left, and the pincher closed. Then get to the ledge and pull yourself up as the top blade passes and quickly move to the left towards safety, with the blade right behind you.

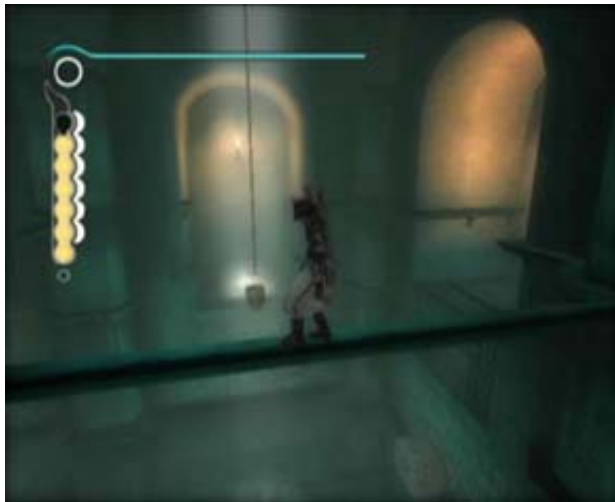


Before moving on, there's a Retrieve available. Move to the opposite wall and drop off the ledge. There's a pincher to the right and a lovely Retrieve to your left. After getting the Retrieve, you need to wait for the pincher to close then run up the wall. In the next room, pull the lever to open the large doors on the floor. Some bats appear when you do this, so take a moment to slice them up.

Jump into the pit. You'll grab a ledge that is safely above the spinning blades. This one's just a matter of timing. When the top blade has turned beneath you, drop. By the top you get down, it will have moved on. Then drop quickly to the next level. Keep your finger on the Cancel button and drop the moment it is clear. Move forward to find a crate in your way. Grab hold with the Special Action button and push it into the water below. Now you have a way of getting back up, which will allow you to get the next Retrieve.



From the edge of the broken cage, jump and pull yourself on top of the cage. Get to the ledge on the right and move along to the right until you are halfway across the long beam suspended over the water. Jump to the rope and turn to face the alcove with the Retrieve. Swing and jump to it and nab the Retrieve.



Get back onto the cage and make your way back onto the rope you just leapt off of. Turn left and you'll see another rope in the distance. You can make this one. Swing and jump, then make it to the next rope near the corner. To the left is another rope, so to your swingy-dingy and leap to it. Your exit awaits if you simply climb the rope. However, there are a couple of goodies in the light alcove above. Swing to it and hop inside.

Inside is some goodness. First you should get to the mystical well. Wait for the pincher to disappear and run up the wall. Leap at the top of your run to grab the bar above. Shimmy along the bar until you turn 90 degrees. Turn around and swing to the higher bar, then turn again and swing from bar to bar to the high ledge across the room. There's a weak-looking wall here. Bash it and travel to your fantasy world where you gain a little extra health.



After your hallucinogenic voyage, drop off the ledge. Look underneath the ledge for a Retrieve. Now it's time to get outta here. Wall run along the right wall and jump back onto the rope. Go towards the light to exit the Reservoir.

Now that you've climbed the well, there's still some more to do before you can save your game. Get ready for your biggest fight to date. At the start, there are only a few minor Sand Demons. They have boards with nails in them (Eep! Tetanus!), but are easy to handle. Do not use any Sand Powers when dealing with them, as these three are just a precursor to a much tougher battle.



As you battle the Blue Guard who come in waves of three and four, remember to keep moving. Don't ever try to vault over them, as they will knock you down. Instead, dodge to the sides to get behind them. The Power of Delay is good here and of course freezing enemies never hurts. If you need an immediate restore on your Sand Tanks, there's a Retrieve on one corner. Move around the arena to separate your enemies and don't forget to block. When everyone is dead, make sure to grab the Retrieve then head to the Save Point for a vision regarding your lady love.

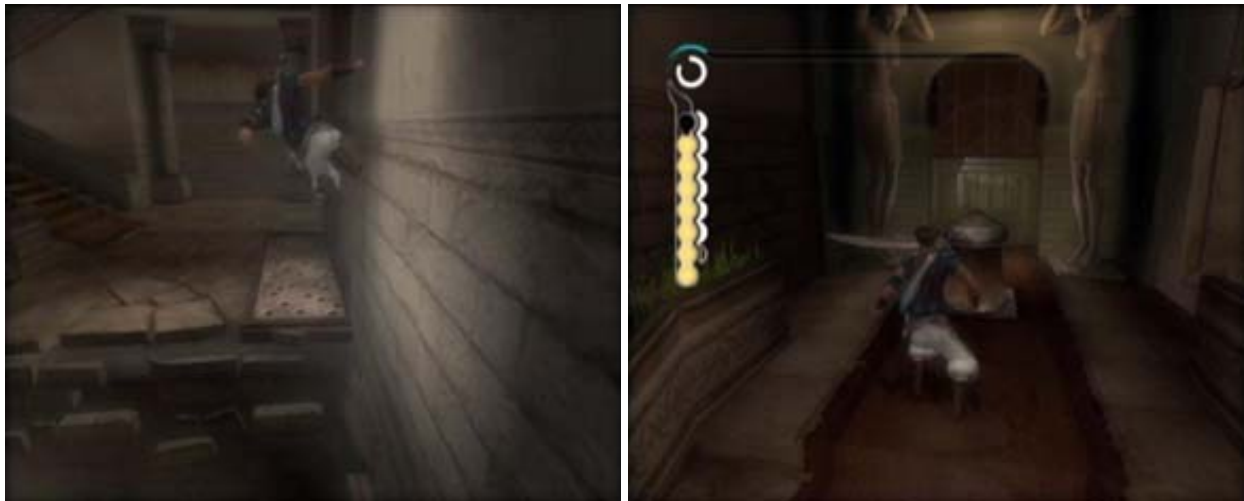
Out of the Well - Save 25

As you step into the next room, drink the water you step into, you're gonna need your health. The next room is one fun puzzle. The floor is covered in spikes and there are two tiles on the wall. Leap to the rope hanging in the center of the room. Your first target is the white tile, which will open up the wooden door to the right. Get some momentum going and press forward as you jump. As you hit the tile, jump backwards to vault back to the rope. Grab out and wait for the rope to go still. The door is now open, but a gate remains. Position yourself on the rope so you're facing the yellow tile. Swing back and forth

to gain momentum and leap off. Hit the tile and leap back to the rope. The gate stays open for a only a few seconds, so you must immediately swing to the doorway. If you miss on the first swing, forget about it, as there's no way you will get there before the door closes. You'll have to hit the yellow tile again.



To the right of the stairs is a Retrieve, grab it before continuing. Look for the yellow moon tile on the wall. Grab the lever and pull it back. This opens a door far away, but also engages the defense system. What else is new? First you need to avoid the log. Left it pass above you, then run across the white tile to produce a platform. Jump to the platform and climb it before the log can hit you. Run along the right side of the wall when the saw is at its lowest point. When you are above the booby-trapped spike floor, jump off the wall to land safely. Now head up the stairs quickly, rolling under the turning blades and through the door before it closes.





It's time for another fight. Fortunately, this one is a little easier as there are only a few Blue Guard among the mix. However, there are quite a number of lesser Sand Demons in the mix. Best of all, there's a pool in the center of the room and there is enough of a delay between enemy spawning that you can refresh yourself in the middle of a battle. Don't go exploring the area. Instead, stick to the main room of the harem and do not fight near the curtains as they can cause some bad camera moments and get you killed. Take down everyone, then run to the Save Point for another of them freaky visions.

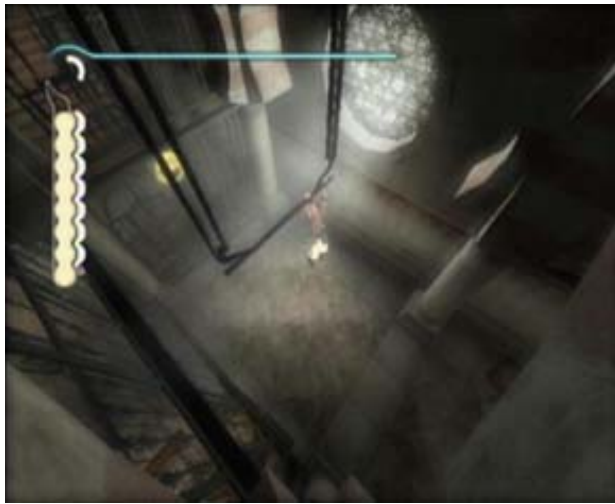
The Sultan's Harem - Save 26

Now it's time to find Farah, who has curiously chose the Harem as the spot to meet up with you again. Is love in the air? One can only hope. Stand in the pool, facing the Save Point, and turn 90 degrees to the left. Go through these curtains. Pass underneath the archway and you'll find a breakable wall to your left. Bash it. Check out the Sand Goons behind the door to then right. You'll be fighting them soon enough, but first you have to reach them. There's another breakable wall ahead of you. Do your thang chicken wing.



Continue forward and find the only curtain you can move through. In the next room is an easy-to-spot Retrieve. Nab it. Now, where to go next? Head to the gate with the yellow moon symbol. The camera should pull back to reveal a lever hanging from the ceiling. You can reach this by running straight at the gate and jumping at the top of your run. This opens a gate back by the Save Point. Return quickly (you'll note Farah being accosted by some Sandies through a closed gate) to the Save point. Run through the curtain to the left. Part of the floor is missing from the next room, so run along the left wall, over the gap, and jump off as soon as you start to descend. To the right is a Retrieve, which you

should grab before running to your girl's rescue.



You can't lollygag for too long, because Farah is in actual danger. Heading into the next room look for the breakable wall, punch through and look left for the next breakable wall. Finally you are with Farah, who is being attacked by some nasties in a small corridor.



Though you won't face the kind of staggering odds you've dealt with in the past, you can get into trouble sticking to the corridor. Get yourself into the open area (where there's a pool filled with water). You do need to keep an eye on Farah, so you can help when she's in trouble, but in the small corridor, she will sometimes shoot you by accident. It's best to fight in the open and return to the corridor whenever your lady love is under attack. However if you do decide to stay in the corridor, vaulting off the walls is highly effective.

Once all enemies are defeated, you automatically go to the Save Point for a new vision. When you awaken, Farah is holding you and she says something you just can't believe -- Oh the powers of the Sultan's Harem!

"What Did You Call Me?" - Save 27

Check out the statue to the right of the Save Point. Not only is it of a nekkid woman, but it's also clearly movable. Slide it to one side to reveal a small hole, which Farah slithers through. She hits the switch on the other side to open a door down the hall. Follow the hall through the door and into a covered patio. There's a convenient lever in the center of the path. Wonder if that door will open when you turn it? Turn the gear clockwise until and the door does indeed open.



Down the hall you find your new girlfriend, who continues to give you a hard time, and a mirror, which has a handle so that it can be turned. You'll also spot a few very ugly creatures wandering around the room just beyond the hall. Grab the handle and turn the mirror so the light shines into the next room. This really isn't necessary right now, but it's fun.



Enter the room with your sword drawn as there's a battle royale and it's starting right about now. You face both Blue and Red Guard, but you have a very open area to play with. Keep moving and use your freeze power on the Blue Guard as often as possible. There are two things in your favor here. First, Farah is rarely in danger during this battle, and second, there is a good 10 seconds between enemy waves when you can refresh at the fountain in the center of the room.

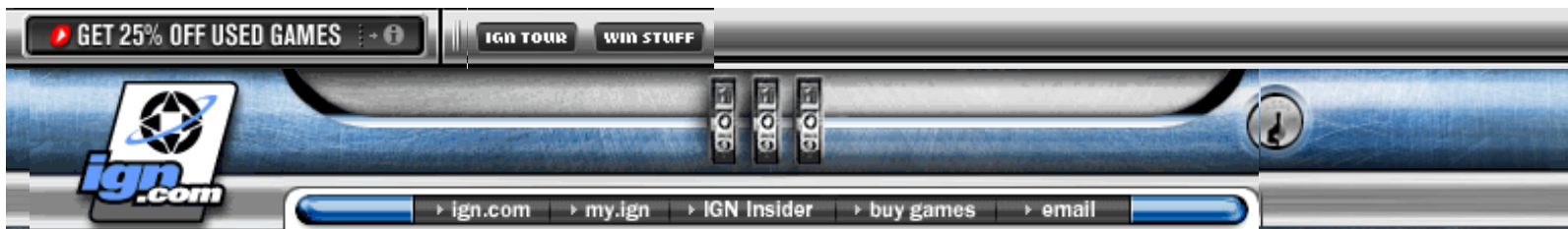
Finish off your enemies (there are many waves, but if you move and use your wall vault attack, you should be okay) and go to the Save Point that appears. This offers a more clear vision of what you must do in this room.

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Walkthrough: Part VII

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The Hall of Learning - Save 28

To solve the riddle of the Hall of Learning, you must position all of the mirrors so that they reflect a single beam of light to the proper location. To get prepped, head back towards the entrance and look right. There's a breakable wall here, so go on and break it. This will allow the flow of light to go undisturbed.

There are two types of mirrors in this room. Some can only be swiveled, like the mirror you turned earlier. Others can only be moved along the floor. Your first mission is to get all of the moveable mirrors into their proper position. Walk the floor, going clockwise, and look at each mirror. Notice how there are dark brown spots near the mirrors? That's where they need to be. Grab each mirror and move them into position. There are a total of four on the ground floor. Moving one of the mirrors reveals a crack, which your Kate Moss-wannabe girlfriend slips through.



You're not done with the mirrors yet. You need to adjust each one so that the light is bouncing to another mirror. You want perpendicular lines of light, so grab a mirror and shift it slightly to the left, right, up, and down, until you have two shafts of light beaming out across the room from the mirror. The final mirror to adjust is the one behind the broken wall. You need it's light to shine on the symbol in the center of the room. When you shine fully on the symbol, a cut-scene begins, showing a large structure emerge from the block at the center of the room. This will allow you access to the upper areas of the Hall.

Use a wall run to get up to on top of the block and then another to climb the first level of the new structure. From here you can edge your way towards the spiked pits. You can leap from here onto the archway by the exit. Perform a tightrope walk up the broken spine and leap to the ledge connected to the wall above the exit. Wall run to the left to get to the next platform.



Move along onto the thin ledge. You are now above the Save Point. Leap backwards and swing on the bars to get to the next platform. Once there, Farah pulls a lever which reveal a symbol identical to the one that allowed you access to the upper areas of the Hall. Look for the moon tile on the pillar opposite the bookcases. Run up the pillar to kick the tile. This moves one of the shelves outward for a short period of time. Run up the pillar again and do your best Mario impression, bouncing between the two until you reach the top. You must hurry, before the shelf recedes, and wall run to the right to reach the next platform.



From here, run along the wall again and jump as you cross the second window to reach the ladder. Swing to the other side of the ladder and climb up. Don't sweat the pinchers above as they can't reach you when you first step onto the platform. Look right to find a Retrieve. Wait for the pinchers to disappear, then run straight up the wall and jump to grab the beam overhead. Climb up and do a tightrope walk across.

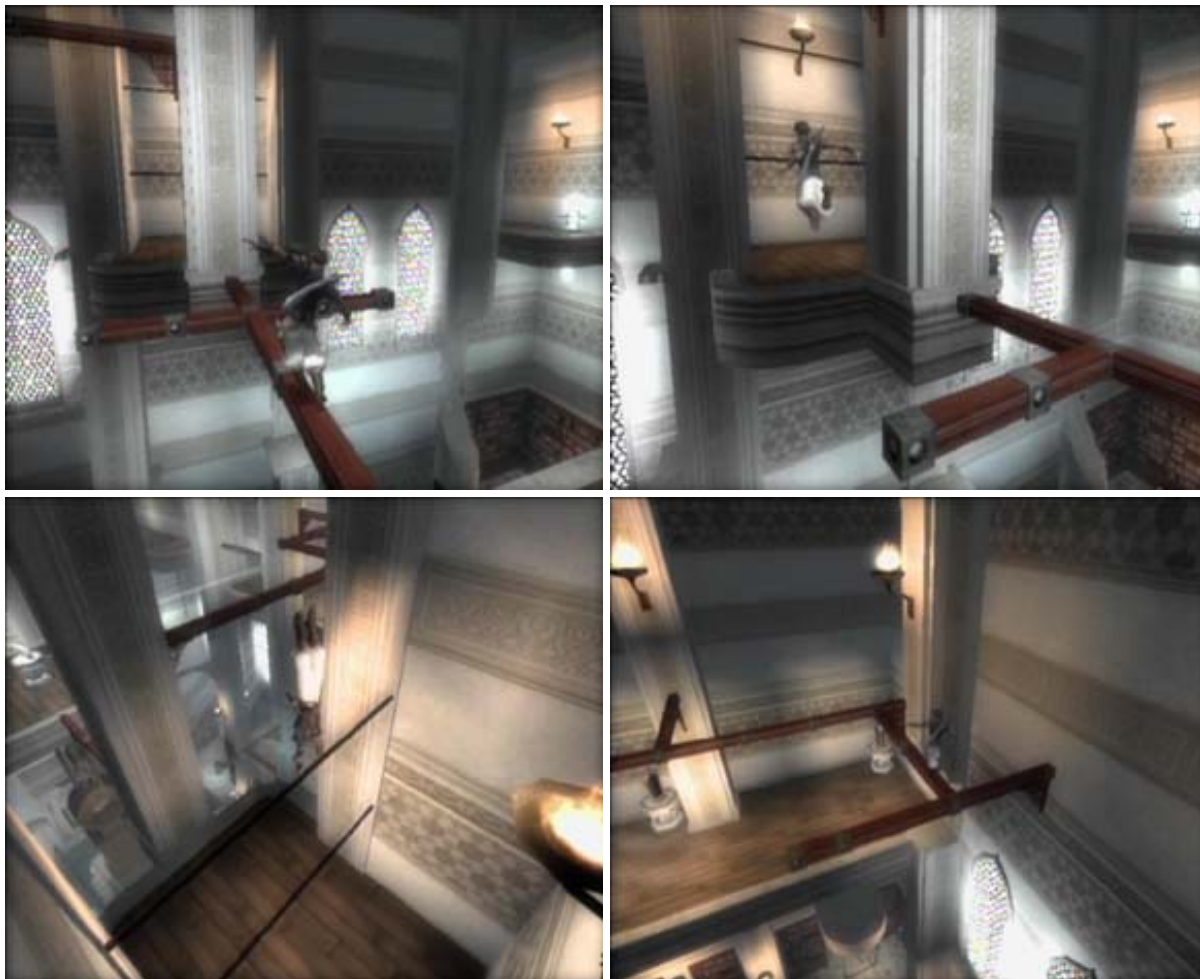


As you reach a t-intersection, part of the beam crumbles and Bats appear. You know how to take care of them. With the Bats gone, leap across to the next beam and then drop down to the platform below. Take a good long look at the blue crystal ahead. It's important. You do not need to get to the platform with the blue crystal, however, there's an entrance to your mystical health fountain there and getting past the blades is easy. Wait for the near blades to go below you and the distant blades to go up high. The moment the near blades pass beneath you, wall run across. Smash the breakable wall behind the blue crystal and head down the hall to earn some extra health. To return to the platform you were on, run when the near blades have just passed eye level.



There's a beam connecting from the middle of the platform you're on. It leads to a central platform with a mirror. Cross the beam and jump the gap (which occurs when part of the beam ahead of you crumbles).

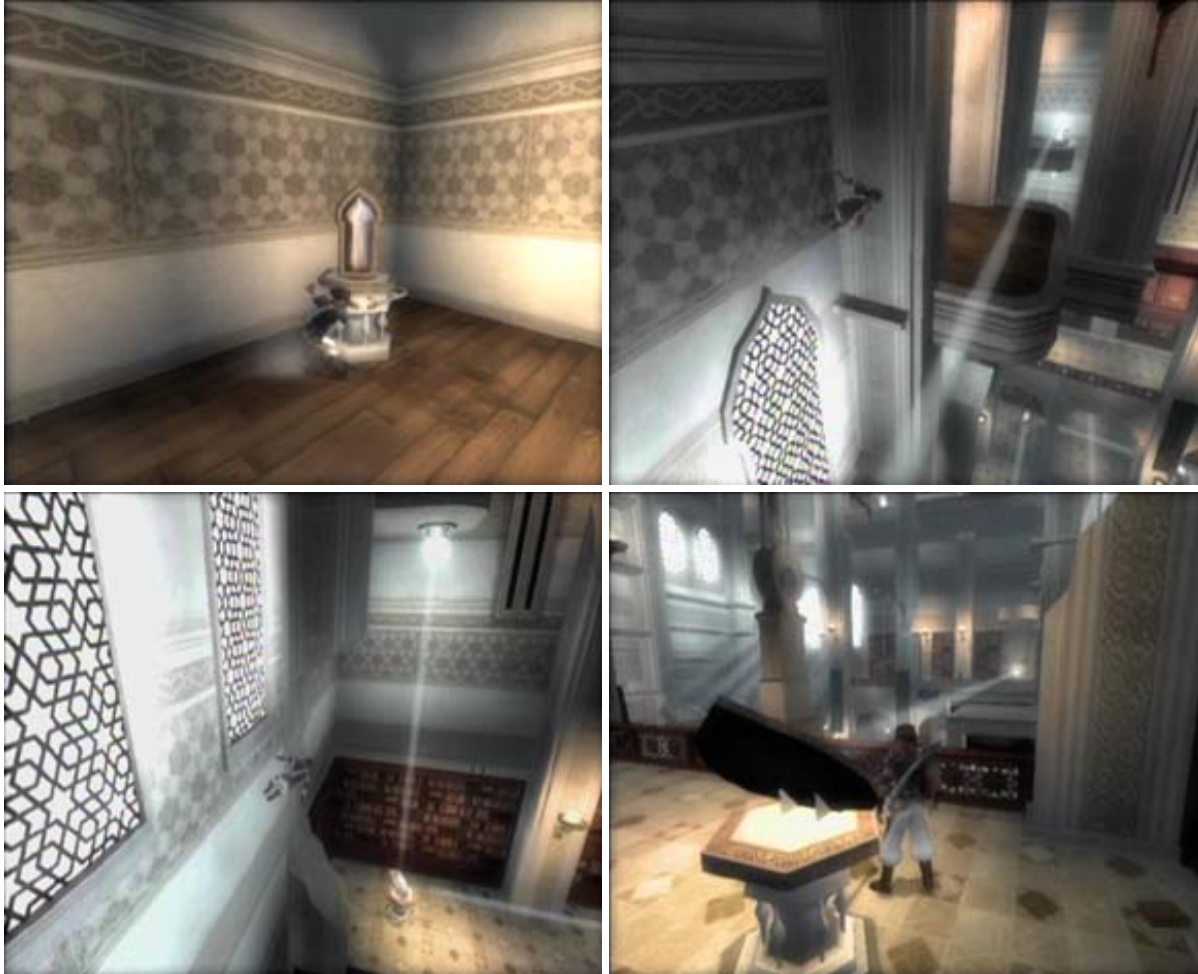
It's time to start shifting mirrors. Rotate this first mirror 90 degrees clockwise, so that the light shines in the opposite direction from where you just came. Walk along the beam to the right of the ray of light. When you reach the t-intersection, the right half of the beam crumbles, so walk left. Jump to your right onto the platform.



Jump up to grab the bar. You need to get up to the bar directly above the one you're on, so jump to the wall then vault off the wall and grab the higher bar. Shimmy slightly to the right and jump to the beam. Move across the beam to the long platform with the two mirrors. Drop down and pay attention

to what Farah says. It's not actually important, just wanted to make you listen. Ha-ha!

You need to position the two mirrors so the light bounces to the blue crystal. Look closely at the wood and you'll see some dark stains where you need to move the mirrors. Make slight adjustments until the light travels at right angles to the blue crystal. Adjust the mirror with the beam pointing towards the blue crystal until you initiate a cut-scene. You now need to adjust the mirrors on the middle tier. To get down to that level, look to the left wall of the mirror you're at. You can run along the wall to a small ledge protruding from the pillar. Do so and then drop two levels.



Edge around to the other side of the pillar and leap to the stone platform. From the stone platform, you can wall run down to the mirror. Turn the mirror 90 degrees clockwise. This causes several platforms to extend from the nearby wall.

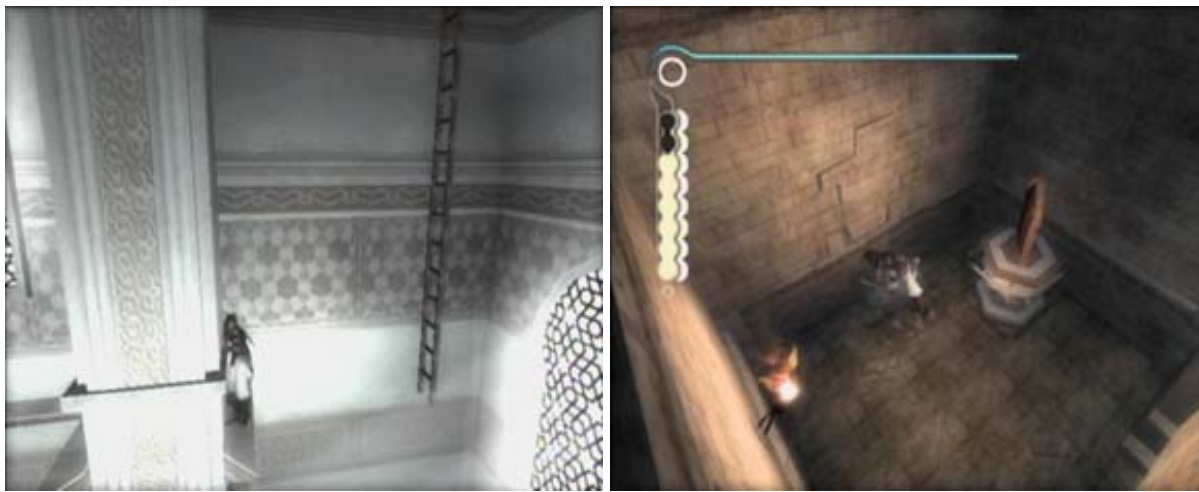
Leap across the platforms to meet up with Farah. She mentions there was another symbol down on ground level. Looks like it's time to go low. Head to the other end of the balcony, to the edge with no railing. Drop down on top of the bookshelf to nab a Retrieve, then climb back up to Farah. You're close to finishing off this room, but it's not over yet.



Notice that the center pillar against the railing has a big chunk missing. You can run up this pillar and grab onto it, then shimmy around until your back is to a handy rope. Leap backwards to grab the rope. Look for the next rope nearby. Be sure to slide down to the end of your rope before you swing. Do your swashbuckling impression and swing from one rope to the next and from that rope to the ledge against the wall.



Make your way along the ledge, heading to the right. You'll need to leap up to a higher ledge when the lower one crumbles, but that's easy stuff. Once you are all the way to the end of the ledge, leap to the ladder and climb up to the platform above. There's a breakable wall. Smash it to discover a mirror and another breakable wall. Break the next wall as well to find a lever hanging from the ceiling. Pull it to create some platform in the main room. However, you're not done here yet, as there's another breakable wall ahead. This one reveals another crystal.



Head back to the mirror you just discovered. Pull it back towards the wood flooring and you'll find another grody dark stain. Run across the newly extended concrete platforms to the two mirrors resting peacefully on the wood flooring. These two have served their initial purpose and no longer need to direct light in the current direction. Move the first mirror out of the way, then drag the mirror at the far end into the first mirror's position. Adjust so that the light heads towards the mirror past the concrete platforms. Return to the mirror and adjust it until it's light beams at the crystal that's located past the three broken walls. This unlocks the gate so you can finally finish up this mammoth puzzle.



To get down, head to the newly lit crystal. You can hop the wall and drop down a series of ledges then hop to a broken pillar and then to the ground where fair Farah awaits. Head through the door to grab your new big sword. Pull back the lever found at the back of the room. This opens up the exit, but it will quickly close, so run across the room and roll under the door.

Your reward for all of this is a battle. Once you get down the halls you will need to fight off a little over a dozen enemies, a mixture of Red and Blue Guard. These are narrow paths, but this makes the wall vault attack all the more effective. Don't worry about Farah unless you hear her screaming. Instead, focus on rolling behind Blue Guards and striking fast. The Power of Restraint will help you greatly, don't shy away from using it.

When the Sand Creatures are defeated, head to the Save Point, which is located up the ramp and to the left. Don't head up the stairs or you'll lose your chance to use the Save Point. Check out the gruesome vision and save your game.

Observatory - Save 29

Once you've had your fill of visions, head up the stairs. Farah pulls a lever, which raises the stairs so

you can access the upper part of the Observatory. Leap across the gap and go to the left to grab a Retrieve. Now head right and leap to the flagpole. You need to get to the balcony above, which you can do by swinging to a flagpole, turning around, swinging to the next, and so on until you reach the balcony. Take a look out at the room. There are eight colored orbs, representing the eight known planets (Pluto had not been discovered during this time period). You'll also see an orb on the platform you're on. The orb has a handle which you can use to turn it. This turns the planetary orbs. This is, of course, not the only orb gear in the room, so prepare yourself for another fun puzzle!



Turn the orb clockwise three times (you'll hear it click each time). Hop onto the bar and you will be able to swing your way straight across the room, grabbing onto the cylinder that hangs in the center of the room as you go. Continue to vault until you are on a platform with the next movable orb. Move this orb clockwise three times.



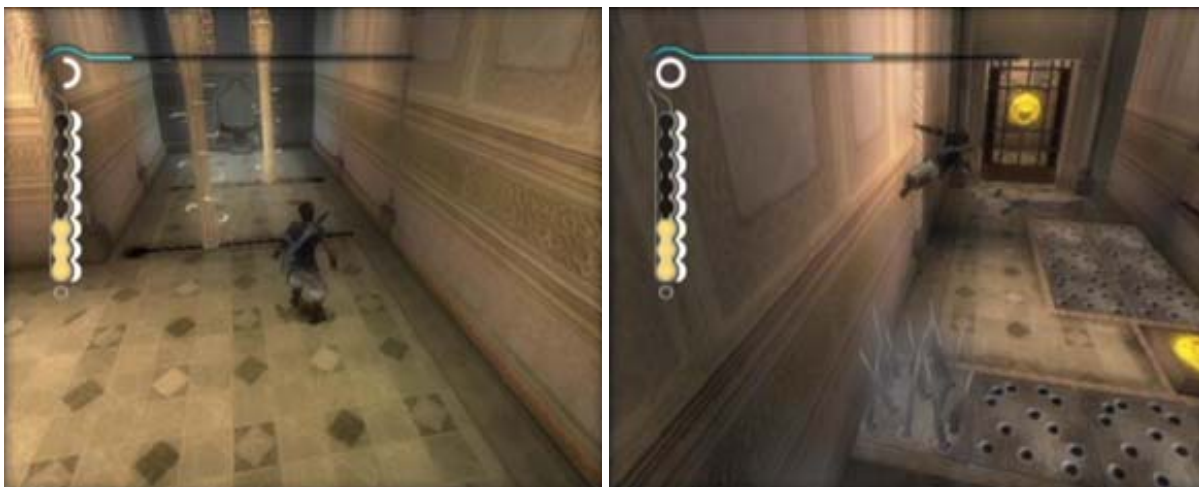
Hop onto the bar at the edge of the platform and swing back to the cylinder in the center of the room. Look for the platform with the moon tile on the wall (and a lever hanging from the ceiling). You can get to this now, leaping off the cylinder to a bar and then swinging to the lever. As you pull it down, the planetary orbs spin in a seemingly random order. Don't worry, this is what you want.

Jump to the wall, pressing the tile on your way down. This produces several concrete platforms along the wall. The platforms last for only a few seconds, so quickly wall run the gaps to get to the next moveable orb. Do not move this orb, it's right where it needs to be. Use the bars to return to the center cylinder. To the right you should see the final platform you've yet to visit. Swing on over and grab the lever. This opens the gate below.



Jump onto the thick rope and slide down, leaping from rope to rope to make your way down safely. At the bottom you'll see another lever, but don't bother to grab it, as it's one Farah has already used. Head through the door and into the next booby-trapped room.

To one side is a water fountain guarded by two spiky poles. They are easy to sidestep, so go ahead and freshen up before moving on. When you're ready, head to the edge of the first trap. There are dual blades on either side of the hall. To avoid, choose one side, wait for the blades to disappear and then run. When the blades appear again, roll under them (Up and Jump) and continue forward. Wait for the spiked log to swing overhead then run the wall. You'll grab the edge of the pit. Pull yourself up and enter the second part of the booby-trapped hallway.



This shorter hall is rather easy. Run along the left wall to avoid the blade and the spiky floor. See the yellow tile on the floor? Wait for the blades to pass, then step on the tile and move back before the blades reappear. Head through the door into the final stretch of hallway. Pull back the lever on the wall to open the far gate for a short bit of time. Go against the left wall, rolling under the blades as they

come and then under the door.

Before you can save, you'll need to survive another battle. Fortunately, you can drink plenty of water before your enemies even give you a second glance. Use the wall vault attack to knock down enemies and don't hesitate to freeze them to gain some breathing room. When the sandies are dust, go to the Save Point for one of your less traumatic visions.

Hall of Learning Courtyards - Save 30

You need to get to Farah and the only way to do that is to get above the courtyard. Climb the ladder in the corner, to the left of the fountains. From the ladder you can leap back to grab hold of a small stone ledge. Make the leap across the gap and continue along the top of the decorative archway. Vultures attack, so stop and take care of them before moving on. Move along until you see a rope hanging from a beam. Leap to the rope.



Swing from the rope to the beam on the left. When you jump, push Up to launch yourself at the beam. Move against the wall and jump to the pole. Swing from the pole to solid ground. The Vultures give you the eye, but don't attack just yet.

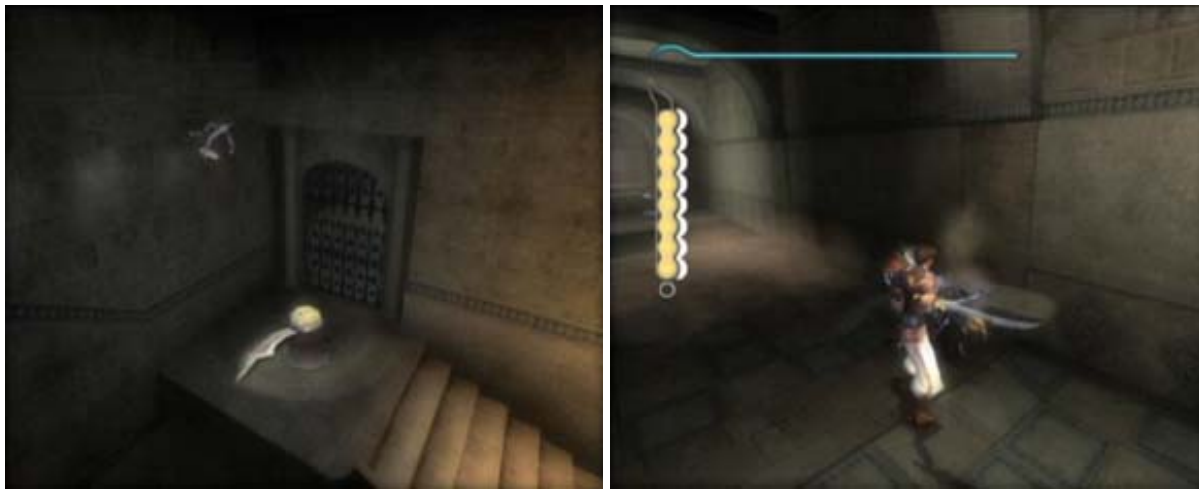
Wall run to the broken wood beam. Pull yourself up and turn to face the Vultures. Leap to the bar and then swing to the walkway where the Vultures await. As soon as you pull yourself up, take out your sword and swing to kill both Vultures before they can take flight. Run along the wall to your left and grab hold of the wood beam. Walk to the end of the beam and jump to the rope. Turn on the rope and swing to the next rope. You can now easily swing to the stone platform sticking out from the wall. Swinging sure is fun! Wall run to the right to the platform well below you.



Drop down to the platform below and head into the room (and not over the scary spiked floor). Grab the lever and turn the gear clockwise one full revolution to open the door for Farah and, in turn, open your way to the next area. Step out of the room and you'll see that the door beyond the pit of spikes is now open. Guess where you're going? You don't have to jump the spikes or anything silly like that. Instead, leap over the railing and shimmy past the spiked floor, then pull yourself up and head into the next fun-filled room.



Inside this new room there are two ways to go. There's a door to your right and some missing stairs to the left. Don't bother with the doorway, as it only leads back to where you've previously been. You're gonna have to take the stairs that no longer exist. This is not as tough as it looks, despite the spinning blades. Run the length of the wall and when you are over the blade, jump off the wall. You'll land past the blade. Repeat this to avoid the other two blades on your way down the stairs. When you reach the bottom, you'll be attack by some Scarabs. Waste them and grab the Retrieve in the corner by the stairs.



Move through the door to meet up with your lady love once more. The door to your left leads back into the courtyard, so drink up if you need some healing. When you're ready, continue down the hall. You'll need to cut up a few Scarabs and leap across two spike pits, but it's nothing you can't handle. Head outside to get your first view of the Tower of Dawn. Hmm, looks important.

Perhaps even more important is the battle at hand. Leap across the gap and take out your sword. There are a lot of enemies who will spawn during this battle, but only a handful of Blue Guard. There's nothing new about your tactics here, but know that you will be refilling your tanks after the battle, so use all of your Time Powers.



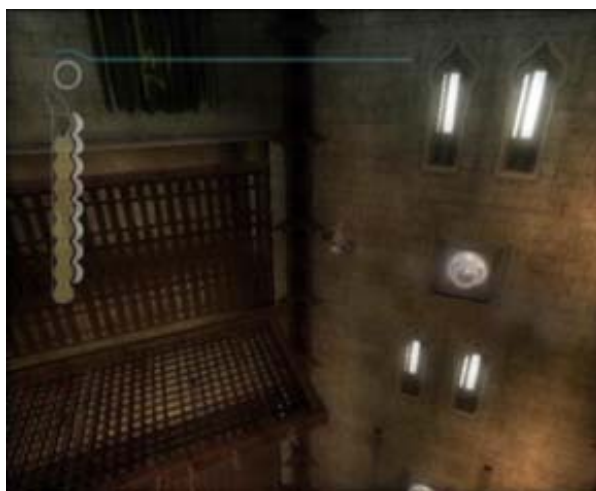
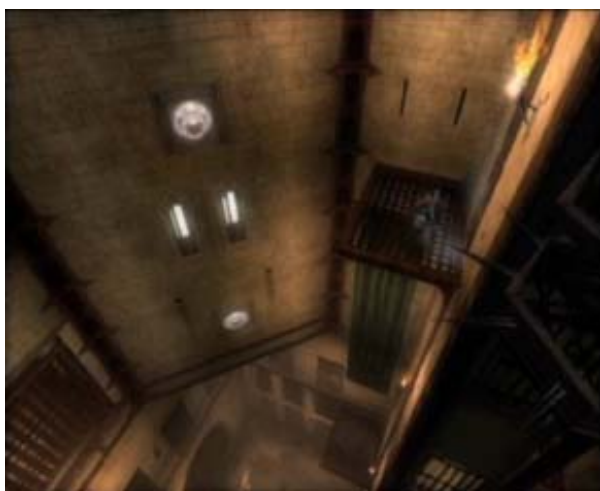
After the battle, don't go to the Save Point. Instead, head down to the level below. Follow the full path on the lower level to find two Retrieves and a fountain. Once you are healed and fully powered, head back up to the Save Point and take a peak into the future.

On the Ramparts - Save 31

So now it's just an easy jaunt to the tower, right? Wrong, bucko. Leap the gap and continue along the rampart to the closed door. Your girl crawls under the gate (of course), leaving you to find your own way in. Look left. Leap over the ledge and then jump to the bar. Swing from the bar to the beam. Shimmy around the wall and then leap to the next landing. As you step onto solid ground, a cut-scene shows that the ground was not solid at all. You awaken in the prison. The only choice you have is to battle through the prison. But first, you better take off your shirt.



Take the ladder down to a metal platform. From here you can run the wall, across a tile, to reveal another platform for you to land on. Continue moving counter-clockwise, running along walls. You'll eventually hit a lift. Ride it down as far as it goes, then run along the wall and across the tile once more. Continue along clockwise to the next lift and take it down.



It's now time for a slightly new wrinkle. Run the wall to the corner. When you hit the tile, jump off the wall to reach the next platform. Continue along like this until you get to a point where there is no corner and no tile to step onto. There is, however, a cage hanging from a bar. Run to the corner then jump to the bar. Swing from the bar to the ladder against the wall and take it down to the next metal platform. Your last set of tricks is slightly more complex. Run along the wall and leap as you hit the tile to grab a nearby bar, which you then must use to swing to the platform that appears. The platforms only stay for a short time, so you must act quickly. Hold down the Special Action button the entire time.

As soon as you touch down on a platform, get to the other side and do your wall-running magic again. Eventually you'll leap to a ladder. Slide down to the prison floor.



Who said prison was so bad? I mean, these guys are so nice to come out and welcome you. A few of them even want to go clubbing -- Clubbing your head that is. These blokes are much easier to handle than the Blue Guard. Move around and use your wall Vault often. There's a Retrieve in here, so you will be able to refill your Tank after the battle. That means you should use your Powers liberally.



Once the Sand Demons are defeated, look for the Retrieve inside of a broken cell. There's also a fountain in the corner. Heal up and save.

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Walkthrough: Part VIII

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A Prisoner Seeking an Escape - Save 32

Next to the water fountain you'll find a bunch of barrels. Smash them to reveal a moon tile. Stepping on the tile opens the door, but the moment you step off, the door closes. Good thing there's a crate on the other side of this area. Head over and grab the crate, then drag it all the way back and onto the tile. Enter the hallway and as you reach the corner, look to the wall on the right. It's breakable. Smash it and head through to visit your psychedelic bridge and gain a boost to your health bar.



Now it's time to deal with the tricky process of opening the gate. You must kick the yellow tile on the left wall and get through the gate before it closes, all the while avoiding the nasty sliding blades. The best way to do this is to stand at the edge of the blade wall. The moment the blades disappear, run along the wall and leap back when you are across from the tile. You won't hit the tile, but you will leap over the blades as they pass and you'll land directly under the tile. Quickly run straight up the wall to activate the tile then roll to your right, underneath the blades and head through the gate before it closes. It's tough, but you can do it.

You're now in the torture chamber. Creepy. Grab the Retrieve on the floor and get ready for some serious platforming. Note the two levers on either ends of one wall. Pull one fully back to move one column out. Run to the other lever and pull it back to move its column out. You can now ping-pong between the two to get above them, but they are quickly receding so you must be quick. Once on top, run straight up the wall and jump backwards to grab a wood beam. Climb up to and some bats come out. Take out your sword and do your thing.

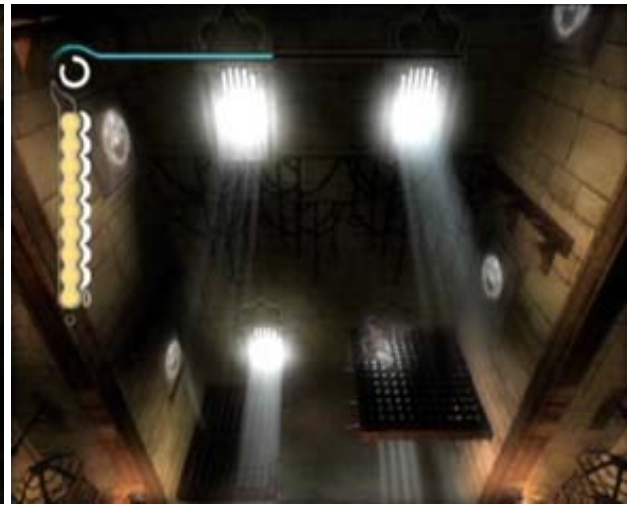


Now comes the fun part. Walk to the end of the beam and jump the gap. See how there are two white moon tiles on the walls to either side of you? Leap to one and as you hit the tile, jump backwards to the beam. This moves one of the columns ahead of you forward. Just like the previous platform challenge, these columns recede quickly, so you need to leap to the other tile and then come back. Walk the beam towards the wall and then Mario between the two columns until you are up top.



As soon as you are on top, run straight up the wall and vault backwards to grab the pole above. Swing on the pole and leap off. As you hit the wall, jump backwards to grab the next pole. Do this one last time to get up to a beam.

Walk the length of the beam and leap to the long pole in front of you. Swing and leap to safe ground. You're getting close and the hard part's over, so don't give up now. Be sure to snag the Retrieve on the ground (it's easy to overlook because of all the light flooding the room). See all of the tiles on the wall. Each time you hit one, a platform appears from the wall (though briefly). Run up the wall and as you hit the tile, leap backwards. Do this all the way up until you reach a bar. Climb up onto the bar and leap to the ladder. Move to the other side of the ladder and climb up. You are so close, can you taste it? Mmm... minty.



It's time for another rousing battle. What can really be said at this point? You know your enemies, you know their weak spots. Stay away from Farah as much as possible to keep your enemies from swarming her. If she cries out, give her help, otherwise worry about your own ass. Take them all down to show your girl just how studly you really are.



There's a water fountain up the steps from the Save Point. Drink up and continue up the steps to find a Retrieve. Now that you are powered up, head back down the steps to the Save Point, where you have a very disturbing vision.

"At Last We're Here" - Save 33

To gain access to the Tower, you'll need to move quickly. Get used to this quick moving thing, as it's going to be a repeating theme throughout the last stretch of the game. From the Save Point, head up the steps and walk over the moon tile. This temporarily raises a stone block in the yard. Go down the steps to the left and climb the block. Wall run to the wood awning and hit the tile. This raises another block at the opposite end of the yard. Quickly drop off the awning and climb the block. Wall run to the right and get to another wood landing. This one has a crate. Give the crate a gentle shove and push it across the yard until it is directly underneath the orange moon tile.



Climb the crate and run up the wall to kick the tile. Head through the gate, snagging the Retrieve that's just beyond. As you cross the bridge, Vultures attack. This time, however, they do not attack one at a time. Your strategy does not change. Block an attack and then strike before the buzzard can gain altitude. Once they're done with, continue on into the Tower.

To the right is a Retrieve. Grab it then head along the uneventful hall. At the last turn, you'll see a rather obvious breakable wall. Smash it and take a journey to the mystical fountain. Once you're back in reality, enter the next room for a frenetic battle. Farah runs into the center of the room, despite your protests. Women. Follow her. As soon as you reach the girl, the elevator begins to move upwards. Yes, that's right, you are in an elevator.

If there's one thing you should have learned by now -- If it seems like a trap, it is a trap. And sure enough the elevator is a trap. You will be facing Blue Guards and Clubbers in this elevator. There are over three dozen, but the good news is, there's never more than four on screen at one time. The hard part isn't keeping yourself alive during this ridiculously long battle, it's keeping Farah breathing.



Because of some camera problems, it's best to play this battle in the Landscape View exclusively. Though you don't get to see the action up close and personal, you can keep a tab on Farah and all of your enemies and with no camera troubles. Do your best to always lead the enemies away from Farah, but keep an eye out. Anytime an enemy turns towards her, hurry to your gal's aid.



Your most useful power is the Power of Restraint. It's not just about being able to cut up enemies, but the Power of Restraint will let you free enemies who have you cornered so you can hurry to help Farah. In fact, it's a better plan to freeze one or two enemies and attack the unfrozen ones first. Then as the others start to thaw, attack them quickly and take them down.



This is a long, hard battle and the two water fountains are totally useless because of the ferocity of the battle. If you or Farah take excessive damage from one or two blows, do not hesitate to rewind. Consider this your best chance to heal mid-battle.

Once your enemies are defeated and the elevator stops, run up the wall and jump when you reach the moon mark. You'll grab a lever and open the elevator door. Head into the treasure room and save your game immediately. Good job on that fight!

The Hourglass - Save 34

For better or worse, it's time for you to get to the top of the Hourglass and do some mojo with the dagger. Walk along the path until it abruptly ends. You'll be right above the Save Point. Move against the wall and climb onto the ledge. Use wall runs to cross the gaps. You'll come to a stained glass window with a nearby bar. Run along the glass and leap to the bar, then swing and jump to the Hourglass.



Following the cut-scene (we'll let you discover what happens), you and Farah end up far below the Tower of Dawn. In the darkness you talk. When you finally find light, Farah is gone. There's an open sarcophagus so, taking a gamble, you drop down. As you take control of the Prince once more, your first mission is to head down a long, long, long winding staircase.

The strange room you've entered, with Farah calling for you from an apparent void, is a tricky one to solve. There are seven doors, plus the entrance. You must enter the correct doors in the correct order to get to the second level and then do the same thing in the second level. Enter the wrong room and you'll end up at the entrance, having to do the whole thing over again. Check out the image below and follow the order for rooms to enter. The entrance is the only door that has a stone face above it.



Level 1:

Take door 4 and arrive at door 2

Take door 7 and arrive at door 5

Take door 3 and arrive at door 6

Take door 1 and arrive at the entrance on Level 2

Once you're on the second level, check out the picture below and follow the instructions to find Farah.



Level 2:

Take door 4 to arrive at door 7

Take door 9 to arrive at door 1

Take door 5 to find Farah

Enjoy the cut-scene that follows. You may want to wait until your mom or girlfriend (or both) are away, so you can enjoy this one all alone. What happens? Oh, you know... things.

You awaken alone in a tomb, without any weapons. How many times does that have to happen to a man before he wises up?! Sheesh! Well, you did do it all for the nookie. Problem is, there are Blue Guard advancing on the room. Fortunately, they really just look at you menacingly. Run past them and into the room with the many mirrors. The Blue Guard don't follow. There's a sword here -- one that is ridiculously powerful -- but you'll need to solve the room's puzzle before it can be yours.

There are four movable mirrors in the room and also four stained spots. Easy, right? As you enter the room, grab the mirror straight ahead and move it back slightly so it is on the stain. Then go to the mirror on the left and move it right, past the mirror you just moved, to the stain on the right side of the room. Adjust the mirror until the light bounces off it and project to the back end of the room.



Go to the mirror in the far corner and move it to the left (when facing the altar) onto the stain. Lastly, move the final mirror onto the last stain. Adjust the last two mirrors you were moving until the light shines on the symbol below the altar (it will glow yellow). This causes the defense system to lower so you can grab the sword.

This new sword can destroy walls and doors with one swing and is powerful enough to dust Sand Demons with a single blow! However, this is not the same as your dagger, so you are currently powerless. That's right, you can't rewind or free enemies or slow time. You are on your own, amigo.

Head back to the tomb and strike down the three Blue Guard. They can still block your attack, but a single hit will eviscerate them. Once they are toast, go to the Save Point. You've earned yourself another vision.

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Walkthrough: Part IX

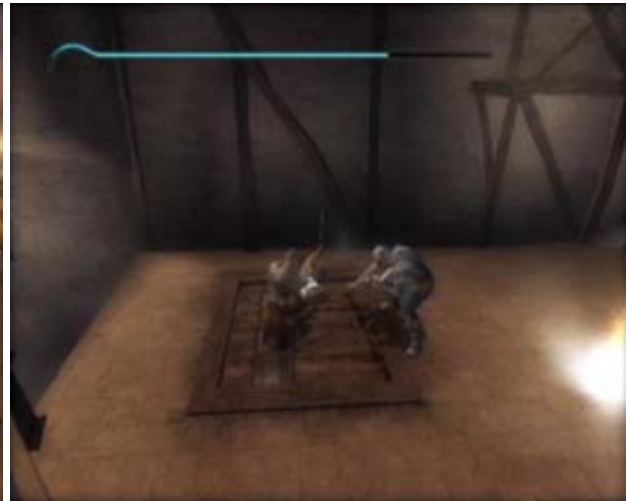
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The Tomb - Save 35

Now that you've saved, return to the mirror room. Check out that big crack in the wall. Looks like Farah's sweet, sweet uh... self... was here. Go to the wooden door and slice it with your sword. One slash is all it takes. Step onto the walkway and you'll get a good view of what's ahead. Oh, and you'll see your lady love making for the Tower of Dawn. Run along the wall to the bar and then swing from bar to bar, using the wall as a springboard. Make your final leap to the stage where the enemies are visibly wandering. It's time to give your new sword a true test. Remember that you have no powers, so if you good on a jump and fall, you have to start all over again. So don't goof!



This is an easy, easy fight. With one swing you can kill anyone... no joke! Be careful with the Blue Guard as you'll need to maintain your health since you have no rewinds. Guard and attack. This is a delicious piece of cake.



When your enemies are dust, head to the Save Point for yet another vision.

"Farah, Come Back!" - Save 36

It's clear that Farah is headed back to the Tower and you're gonna have to climb all the way up. Holy crimmeny! Before you go, however, there's an extra goodie you can get. Facing the cliff, drop off the left side of the platform you're on. Drop down onto the ledge. Make your way to the left, dropping down to the lowest ledge when you can. When part of the ledge breaks, stop. Right below you is a beam. Drop down onto it. Tip-toe to the t-intersection and jump to grab the bar. Swing and jump up and you'll pull yourself into the secret room. See the door? Smash it and head through. This takes you to another mystical water fountain where you gain extra health.



To get back to the Save Point, wall run up the to the marking and jump to grab the lever. This opens a trap door above. Turn to face the door and swing to another bar. Swing from the bar to the door and as you hit the door, jump backwards and you'll grab the edge of the hole and pull yourself out. It's probably a good idea to save again so you don't have to do that a second time.

Now you're ready to start your climb. You aren't even climbing the Tower yet, just the way up to the bridge. The hard stuff comes later. Move to the right end of the cliff and jump to grab the ledge. You'll be shimmying up to the left and then the right to make it to solid ground once more. Easy stuff by now. Head to the column and climb it, then leap off to the next.



Position yourself so your back is facing the planks to the right. Jump to them and then leap to the bar. Move as far left on the bar as possible and swing to the plank sticking out from the roof. Bats attack. You know what to do. With the Bats dead, move as far along the plank as possible, then drop to platform below.

Head through the doorway and you're faced with an obvious ping-pong puzzle. You need to run straight up one wall then jump off to the next and bounce between the two until you grab the ledge. Climb up and then run straight up the wall, jumping backwards at the peak to grab the next ledge. Pull yourself up and you are now atop the bridge.



It's time for another easy battle. Don't get cocky though. You need your health and it's easy to ignore blocking when enemies die so easily. Your best bet is to roll/dodge behind the Blue Guard and strike. Take down the enemies and fill up on water, which is in the left corner. Head for the Save Point.

Climbing the Tower of Dawn - Save 37

Now the real challenge begins. Start your platforming engine. Go to the right corner of the tower. There you can run straight up the wall and jump off to the bar. Turn around to face the wall, swing and release, then jump as you hit the wall to vault to the plank above. Move across the plank and grab the ledge above. Make your way onto the plank with the green flag, and leap across to the other flag plank. Move to the wall and head as far left on the ledge as you can. Jump to the column hanging down. From this column leap to the next. Climb to the top of the column and the camera changes, looking down through a hole. You need to leap to the wall and then jump from the wall to the edge of the hole. Pull yourself up and your one small step closer to the top.





Facing the tower, head left and edge along the wall. Bats come, so take care of them before continuing around. When you get to the end of the ledge, drop down. There's an alley with a few stones laying on the ground. Enter. It's time for the Mario portion of this long climb. Hopefully you've refined your skills, because once you get too high, a misstep will lead to a swift demise. Once you reach the ledge, climb up and edge around. Some Bats come so get rid of them.



Move to the flag plank and leap across to the next. Tightrope walk your booty to the ledge and make your way to the decorative metal. Drop down to the long bar below and shimmy until you can shimmy no more. Your next death-defying feat is to leap to the wall and vault off to grab the metal plank above.

Carefully make your way right along the ledge. Get to the flag plank and, like before, leap to the one across from it. Continue along the ledge to another alley. Once again you must ping pong to the ledge on the right, but a fall here is instant death, meaning you must start from the beginning all over again. Oy. Once you are on the ledge, shimmy until you can pull yourself up. Make your way to the top ledge and leap to the ledge across the gap.



Get to the highest ledge. As you move across, some parts crumble, forcing you to drop to the lowest ledge. Move along the ledges, climbing higher whenever you can until you are at the end of the top ledge. Leap to the bar and then swing from bar to bar until you land on the remains of a tower. Tip toe across until a wall blocks your path. Drop and grab the edge of the tower and shimmy through the broken section of the tower.





You need to get to the door at the below so leap to the nearby wall and then bounce back and force to slowly descend. Once you are on the ground, head through the doorway. Step on the yellow tile to open the gate across the way. As soon as you do, part of the walkway crumbles. No problem. Run along the wall to cross the gap and get through the door before it closes.



There are two broken ladders in this room, but fortunately they are perfectly aligned on the wall to allow you to jump between the two. Climb and jump back and force along the ladder. Bats will pester you from time to time. They should never be ignored, just killed. When you reach the top, there's a battle to be won. Fight about a dozen enemies, using your roll dodge to get around their blocks.



With all enemies dust in the wind, you can head to the right for a drink of water. Once you are refreshed, go to the left and hop the rubble. Oh yes, taste the delicious vision.

The Setting Sun - Save 38

Remember that half-wall you leaped over to get to the Save Point? Get back on top of it and climb up the pole. From the top of the pole, leap to the bar. Swing across the next bar and then to the final big bar. As you do, part of the wall breaks free. Shimmy along the wall all the way to the end, so you are facing the newly created crack in the wall. Swing and leap to the wall. Make your way to the right and leap up to the higher ledge on the cracked wall.



Leap from the wall to the metal beam ahead. Make your way left and run along the wall to clear the gap. Do this across the next gaps then walk along the beam to the broken column. As you edge along the column, prepare for your toughest Mario yet. Move as far along the edge as you can. Swing the camera so you can see into as much of the column as possible, then leap against the wall and bounce back and forth to the top. This one may take you a few tries, as the camera can get a bit wiggly.





Facing the tower, you can go to the right to find a fountain. Otherwise, head left. Run along the wall. You can run the next wall because it's damaged, so take the walkway. Some Bats attack, but big whoop. Make your way across the plank and then follow the walkway. Run the wall to cross the next gap as you continue progressing to the left.



Next up is the old wall run to a leap. Only, without your rewind powers, this one isn't so automatic. Fortunately, if you fall and die you start right where you're standing now. Phew. Run the full length of the wall before jumping. Don't get tricked by a camera change. Wait until you are at the end of the wall and then jump. Climb to the top of the column and then leap off onto the green top of the gazebo. Climb its pointy pole and leap to the bar on the wall.



Swing from the bar to the landing above. Walk to the right and you'll find an easy wall run to a jump to reach the ladder. Jump when the ladder blocks you from view as you run. Climb up the ladder, leap to the pole, and then jump through the hole. This is almost the end of your journey.

You manage to arrive just in time. Farah is in some serious trouble. What happens next is our little secret, but you now have the dagger and Farah is no longer able to provide backup. There are loads of Sand Demons to fight, but you have a mighty sword and the power of the Sands of Time. The only problem is the dagger is empty. You'll need to refill as you fight.



You can win this battle even without refilling the dagger, thanks to your incredibly powerful sword.

However, if you want to get some Sands of Time goodness, keep evading your enemy attacks. Remember, one hit from your sword kills your enemy instantly and you lose the sand. However, your clumsy enemies will knock themselves to the ground. Evade and then stab them when they fall. You can also perform counter-retrieves if you're skilled. But, honestly, you don't need the daggers power to win this match.

When your enemies are vanquished, you get a very strange vision. Save your game. Afterwards, a long cut-scene begins after which you end up in Farah's bedroom fighting the evil Vizier. How'd that happen?? Watch and discover for yourself.

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Walkthrough: Part X

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Honor and Glory - Save 39

This is it, the moment you've been waiting for -- The final battle against the Vizier! The wicked Vizier is a sorcerer, but he only uses two spells during your battle. As the fight begins, the Vizier casts a protection spell over himself, which lasts for the duration of the battle inside Farah's bedroom. For his second trick, the Vizier creates a duplicate of himself to battle you. Don't bother striking at the original Vizier, as you cannot harm him. He is old, however, and casting spells takes a lot out of him. If you force him to keep cloning himself, he'll eventually tire, providing you with an opening.



You need to beat three clones of the Vizier, but they only come one at a time, making for an easy battle. Don't bother with your Dagger, it's powers aren't needed for this fight. The clone blocks most of your frontal attacks. Instead, wait for him to strike (his strikes are slow and easy to see coming) and roll dodge to the side and then attack. Most of the time you can leap over the clone and attack in mid-air without taking damage. In fact, it's so reliable, that you can do this the entire battle jumping over the clone again and again, that you won't lose ever half your health when all is said and done.





Once one clone is destroyed, ignore the desire to rush at the Vizier. He still cannot be harmed. The clones fight the same from one to three, so continue your same tactic. It takes about ten hits to destroy a clone. After the third is smacked down, the Vizier gasps for air and in a cut-scene you knock him onto the balcony. When you regain control of the Prince, it's time for a final showdown between you and the Vizier.

This couldn't be any easier. The Vizier won't even strike you. Swing your sword a few times and he goes down for good.



While the final fight is, uh, well, not so exciting, the ending cinematic is very cool. Watch and enjoy.

Congrats on beating Prince of Persia: The Sands of Time!

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Q&A

I have no idea where I'm supposed to go, what can I do?

The trickiest part of Prince of Persia isn't pulling off the moves to get by the traps and over the gaps, it's figuring out where to jump next. Use the First Person and Landscape views to scan your environment. Search for ledges and horizontal cracks on walls, look for columns hanging from the ceiling or bars you can swing on. There's always somewhere to go and if you look around you, you should catch sight of your next move. And don't forget that your visions often show you many of the moves you'll need to make to complete a room.

When should I use the Rewind power?

Anytime you die, for certain. The Rewind is a great way to try a jump you're not sure of. If you aren't sure if you can make a certain jump, as long as you have one Sand Tank, you have no worries. Jump and if you fall, just rewind. The Rewind should also be used if you take a lot of damage in combat over a short span of time. Don't fight in pain, instead rewind and avoid the blows to come.

Do I get to play as Farah?

Sadly, you only get to use her as your accomplice and, unfortunately, Farah isn't much help throughout the game.

I keep getting worked in combat... help!

Keep moving. Never stop moving in combat. The moment you stand still is the moment you are surrounded. Block, block, block. Avoiding damage is key to your survival. If you have trouble keeping

up in combat, use the Power of Delay to slow time so you can play your moves and see your enemy's attacks better.

Got a question for us? Send your question to guides@ign.com and we'll either answer you privately or post it in the Q&A.

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