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Minimum Specifications

In order to play Prince of Persia: Warrior Within on your computer, your system must meet the following criteria:

A minimum requirement computer system including monitor; mouse; keyboard and the following:

Processor: Pentium® III 1 GHz or AMD Athlon™ 1 GHz.

Operating System: Windows 98 SE/ 2000/ XP.

Memory: 256 MB of RAM.

Direct X: versions 9.0c or higher (Included on CD).

Video Card*: DirectX® 9-compliant graphics card
NVIDIA® GeForce™ 3/4/FX series (including 4MX) or newer
ATI® Radeon™ 7500/8500/9000 families or newer

Drive Space: 2 GB minimum hard drive space.

CD-ROM: 16X CD-ROM or 4X DVD-ROM.

Sound Card: DirectX 8-compliant sound card.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

PC audio solution containing Dolby® Digital Live required for

Dolby Digital audio.

Additional Supported Peripherals: Joypads

* Laptop models of these cards not supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>

Installation

To install Prince of Persia: Warrior Within, follow these simple steps:

1. Start your computer.
2. Insert the Prince of Persia: Warrior Within installation CD into your CD-ROM drive.
The autorun menu should appear.

Note: If the autorun menu does not appear automatically double click on My Computer icon located on your desktop, then double click on the CD-ROM icon. The autorun menu should appear.

3. Click on the Install button. The installation wizard will walk you through the setup and installation process for the game.
4. After installing the game, select; Ubisoft : Prince of Persia: Warrior Within Play Prince of Persia: Warrior Within, from your computer Start Menu or double click the Play Prince of Persia Warrior Within shortcut on your desktop. Doing either starts the game.

Note: The Prince of Persia: Warrior Within Play CD must be in your CD-ROM drive to start the game.

Uninstalling

To uninstall Prince of Persia: Warrior Within, follow these steps:

1. Start your computer.
2. Insert the Prince of Persia: Warrior Within Installation CD into your CD-ROM drive.
The autorun Menu should appear.
3. When the autorun menu appears click on the Uninstall button. It will automatically uninstall all component of Prince of Persia: Warrior Within

Basic Menu Controls

- Use the movement keys (W. A. S. D by default) to browse or cycle through the different options.
- Press the ENTER to select a button, go to the next screen, or change the current option.
- Within the submenu, press ESC to return to the previous screen.

Controls

Mouse B 1:	Attack
Spacebar:	Action (jump, roll, eject)
E:	Secondary weapon (attack)
C:	Pick up weapon, throw weapon, climb down
R:	Rewind (hold), slow motion (tap)
Mouse B 2:	Special action (run on wall, push/pull, swing on bar, drink water), block (in combat mode)
Q:	Alternative view (landscape camera)
F:	Look (first-person camera)
X:	Reset camera
W:	Move forward
A:	Move left
D:	Move right
S:	Move backward

Playing the Game

Press the ENTER button to reach the Main Menu.

Main Menu

Use the movement keys (W. A. S. D by default) to move among the following options; then press ENTER to select. Press ESC to go back to the previous menu screen.

- **Start new game:** Start a new game.
- **Load saved game:** Resume a previously saved game.
- **Extra features:** Access the bonuses.
- **Change profile:** Switch from one profile to another.
- **Options:** Access the Options menu to adjust various settings.



Options Menu

At this screen, you can adjust various settings for the game.

- **Sound:** Adjust the balance of music, voices, and sound effects.
- **Graphics:** customise your graphics settings.
Lowering the settings may result in higher game performance.
- **Game:**
Tutorials: Turn tutorials messages On/Off.
Blood: Turn blood to Sand On/Off.
Slow motion cam: Determine the frequency of slow motion cam occurring during fighting sequences. Choose from Never, Seldom, Normal, Often
- **Control:** Customise the keyboard/joystick and mouse controls.



In-Game Menu

You can pause gameplay at any time by pressing the ESC button. This will bring up the following screen:

- **Continue:** Resume gameplay.
- **Combo list:** Access the combo list and description.
- **Options:** Access the Options menu to adjust various settings.
- **Map:** Access to map parts, visited map parts, the Prince location and objectives.
- **Quit:** Quit your current game and return to the Main Menu.



In Game Map

When playing, by pressing TAB you can view visited map parts, the Prince's location and objectives.



Saving

At specific points in the game (water fountains) you will be prompted to save your game.

Game Over

If the Prince dies in the course of gameplay, this will bring up the following screen:

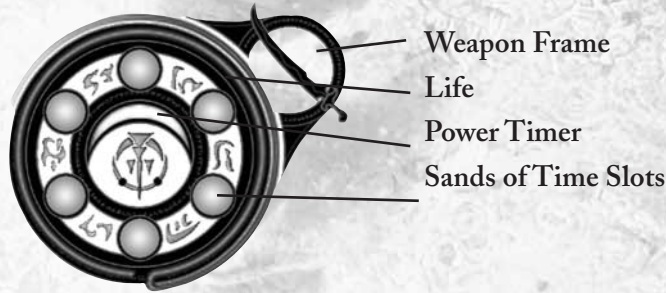
- **Retry:** Resume the game from the most recent checkpoint.
- **Quit:** Quit your current game and return to the Main Menu.

Loading

To continue a previously saved game, choose Load saved game from the main menu



Game Interface



Life Bar

Shows the Prince's current state of health. Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar reaches empty, it's Game Over (unless, of course, you undo the mishap by rewinding). Replenish the Life Bar by drinking water from a fountain or other sources.

Sands of Time slots

These show how much sand the Prince has collected. Each rewind empties one sand slot. Each time you retrieve sand from enemies, it fills one slot.

Power Timer

Shows how much time is available to rewind. A full timer represents 8 seconds.

Weapon Frame

The Weapon Frame appears only when the Prince picks up a secondary weapon. This frame shows the current state of the weapon. These weapons only sustain a certain number of hits before they break.

Time Powers

Thanks to the talisman Farah gave him at the end of the Sands of Time, the Prince still has the ability to control time. To use the Powers of Time, the Prince needs to have sand in the medallion. He can refill sand slots by moving near the dead bodies of enemies. Each sand cloud will fill one sand slot.

After a given number of hits, the enemies will enter a finishable mode where they start leaking the sand contained in their bodies. The Prince can use any finishing attack at his disposal to kill them at this point. He can also continue to hit them with standard attacks but it will take several hits to kill the enemies.

When an enemy is finished, the Sands of Time are released from his body. The Prince can move into the sand cloud to absorb it and gain additional sands for his time powers.

Time Travel

In some special places called Warp Rooms, the Prince can use his time powers to travel in the Timeline to the distant past or come back to the present. Laws of cause and effect can help him to progress in the present as he alters the past.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. After he has rewound, he can redo the actions he missed. The Power Timer Gauge displays how much time the Prince can rewind in the past. Press and hold the R key to turn back time. When you reach safety, release the R button to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince is able to slow down time as he continues to move at the same speed. This allows him to defy traps better and to fight his enemies while they are slow and helpless. Tap R to use the Eye of the Storm attack during a fight.

Breath of Fate

This power lets the Prince perform a strong ground attack, hurting several enemies simultaneously. Each use of this power consumes one sand slot. Press and hold the R key while blocking with the MB2 button.

Wind of Fate

This power lets the Prince perform a stronger ground attack, hurting several enemies simultaneously. Each use of this power consumes two sand slots. Requires more time to be ready than the Breath of Fate. Press and hold the R key while blocking with the MB2 button.

Cyclone of Fate

This power lets the Prince perform the strongest ground attack hurting several enemies simultaneously. Each Cyclone consumes three sand slots. Requires more time to be ready than the Breath or Wind of Fate. Press and hold the R key while blocking with the MB2 button.

Ravages of Time

The Prince is able to perform a lightning attack that instantly kills most enemies. Each use of this power consumes two sands slots. Tap the R key while blocking with the MB2 button.



Basic Moves

The Prince can auto-climb obstacles, perform rolls on the ground and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wallrun and rebound from the wall in the opposite direction. The Prince can perform multiple rebounds to climb up between two walls.

Environment

The Prince can interact with all the elements around him:

- **Ledges:** climb, drop, lean and rebound.
- **Ladders:** climb and rebound.
- **Columns:** climb, rotate and rebound.
- **Poles:** lean, drop, swing and rebound.
- **Beams:** move, drop and jump.
- **Curtains:** slide down, rebound.
- **Wallropes:** climb, swing, rebound and wallrun.

The Prince can also perform attacks whilst on these elements.

Mechanisms

The Prince can also interact with mechanical elements around him:

- **Boxes:** push and pull.
- **Hanging levers:** these levers activate the mechanisms.
- **Pressure plates:** by stepping on them, a mechanism will be activated for a short period of time.
- **Pressure levers:** these levers go down as the Prince hangs on them, and up again after he has dropped.
- **Rotating levers:** these levers offer several activation choices, depending on the direction in which they are pointing.



As a master warrior, the Prince is able to perform a great variety of advanced and deadly fighting techniques. He is now able to fight by taking advantage of the items around him in his environment (ladder, pillars, walls, etc.), grab enemies, take their weapons and throw them or use them as secondary weapons.

The Prince can use his superior agility to gain the upper hand against his enemies. For each action, a choice of several new actions is available to you so that you can create customised Combo chains throughout the fight to defeat your enemies, fighting in your own way.

Manning

The Prince is able to step on his enemies and jump over them. He can then grab them, attack them or rebound into the air.

Grabbing

When his left hand is free, the Prince is able to grab his enemies and hold them. From this position he can throw them, attack them or rebound into the air. He can also use his enemies as human shields.

Airing

While in the air, the Prince can grab and attack his enemies. He can also rebound off walls to attack them with even more force.

Combos

You can trigger several Combos by entering the right button configuration.

Single-Weapon Techniques

Right hand

Single slash	MB1
Double slash	MB1 MB1
Triple slash	MB1 MB1 MB1
Furious slash	MB1 MB1 MB1 MB1
Asha's Fury (enemy on ground)	MB1
Right sword charge attack	MB1

Left hand

Grab	E
Human shield (hold)	E
Grab to Manning	E C
Grab slice	E MB1

Grab throw
Strangulation
Steal weapon kill

E E
E C (repeatedly)
E C (enemy is weak)

Acrobatics

Rebound from enemy
Aerial slash
Landing slice
Aerial kick attack
Landing kick sweep
Aerial backslash
Landing steal weapon

(toward enemy) Spacebar Spacebar
(toward enemy) Spacebar MB1
(toward enemy) Spacebar MB1 MB1
(toward enemy) Spacebar E
(toward enemy) Spacebar E E
(toward enemy) Spacebar C
(toward enemy) Spacebar C C

Others

Block
Counter attack
Counter kick
Pick up weapon

(hold) R
(hold) R + MB1
(hold) R + E
(hold) R + C

Double-Weapon Techniques

Right hand

Orontes' Grudge
Zaraster's Ire
Ptolemaio's Anger
Wrath of Cyrus
Rage of Darius
Azad's Retaliation
Azad's Furious Retaliation
Ahriman's Revenge
Mithra's Vengeance

MB1 E
MB1 E E
MB1 MB1 E
MB1 MB1 E E
MB1 MB1 E E E
MB1 MB1 E MB1 MB1
MB1 MB1 E E MB1 MB1
MB1 MB1 MB1 E
MB1 MB1 MB1 E E

Left hand

Breeze of Anguish
Blast of Sorrow
Misery Gale
Whirlwind of Pain
Oblivion Twister
Furious Oblivion Twister
Plague Tornado
Harassing Cyclone
Storm of Remorse
Tempest of Agony
Furious Tempest of Agony
Hurricane of Penitence
Tormenting Typhoon

E
E E
E E E
E MB1
E MB1 MB1
E MB1 MB1 MB1
E MB1 MB1 E
E E MB1
E E MB1 MB1
E E MB1 MB1 MB1
E E MB1 MB1 E
E E MB1 MB1 E E

Acrobatics

Aerial weapon throw

(toward enemy) E C

Other

Weapon throw
Charge weapon throw

C
(hold)

Movement Techniques

Jump
Jump slash
Jump kick
Roll
Roll pierce attack
Escape roll
Stand up attack
Stand up spinwheel
Wall dive attack
Wall spinkick
Angel drop
Angel drop finish
Bladewhirl attack
Column shredder
Column spinkick

Spacebar
Spacebar MB1
Spacebar Y
(direction) Spacebar
(direction) Spacebar MB1
(lying on the ground) Spacebar
(lying on the ground) MB1
(lying on the ground) E
(toward wallrun) MB1
(toward wallrun) E
(vertical wallrun) MB1
(vertical wallrun) MB1 MB1
(vertical wallrun) E
(toward column) MB1
(toward column) E

Time Powers

Recall
Eye of the Storm
Breath of Fate
Wind of Fat
Cyclone of Fat
Ravages of Time

(hold) R
(tap) R
(hold) R while blocking
(hold) R while blocking
(hold) R while blocking
(tap) R while blocking



The Prince is able to use a vast array of deadly weapons split into four main classes. Each class generates a different experience as they force the Prince to fight with a different strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack and inflicts a different amount of damage. Additionally, each class has one specific 'special attack'.

Here are the most common weapons the Prince will be able to find during his journey.



Primary weapons:

Swords.



Secondary weapons:

Swords – well balanced.



Secondary weapons:

Axes – heavier damage, low speed.



Secondary weapons:

Maces – grounding on strong attacks.



Secondary weapons:

Daggers – short reach, high speed.

The Prince can find and use a huge amount of secondary weapons during the game. They are all breakable and also have different attributes (strength, speed and Combo). You will have to find all of them to finish the game 100%.



Sands of Time

The sand clouds allow to the Prince to use his time powers: rewind, slowdown and special time attacks. He can mainly find the sand clouds by killing the enemies, but it is also possible to find some in breakables objects.



Water Is Life

Drinking water from a fountain or other sources will restore a wounded Prince to health. Press and hold the MB2 button to drink as much as you need until your Life Bar is fully replenished.



Warp Rooms

These rooms not only allow the Prince to travel from the present to the past (and vice versa) but also allow him to gain new time powers and sand slots.



Upgrade Pedestals

The Prince also gains some life when he completes a special corridor full of traps.

Breakable Objects

Throughout the game, the Prince will come across objects that he can destroy. In doing so he may discover special hidden rewards:

- **Sand clouds:** Each sand cloud will fill one of the Prince's empty sand slots.



Weapon racks:

The Prince can find new weapons.



Artwork chests:

These will unlock elements in the artwork gallery.



Hints and Tips

- Don't forget to block! When fighting, press and hold the MB2 button to protect the Prince from most enemy blows.
- During combat, don't just stand in one place! Use the Prince's acrobatic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Sword upgrades are available as you progress.
- Don't forget to rewind!
- Take advantage of Slow Motion to help you fight, and to avoid traps.
- Use the first-person camera to look around, and the landscape camera to get the big picture of where you are
- Don't fight your enemies one by one. When surrounded by many enemies, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.
- Always think to pick up dead enemies' weapons.
- Don't forget to break destructible objects. In doing so you may discover special hidden rewards.



Technical Support

NEW: To serve you better, UBISOFT is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 calls cost 30p per minute. Please be at your system when calling UBISOFT for support.

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.



Ubisoft offers a Technical Support service which details are indicated in the text of the manual relative to Technical Support.

When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

Ubisoft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of one hundred and eighty (180) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

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