



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions playing this or any other Domark or Tengen games, please call a **Tengen game counselor** at

(408) 433-3999

Monday through Friday from 8:30AM-6:00PM Pacific Time.



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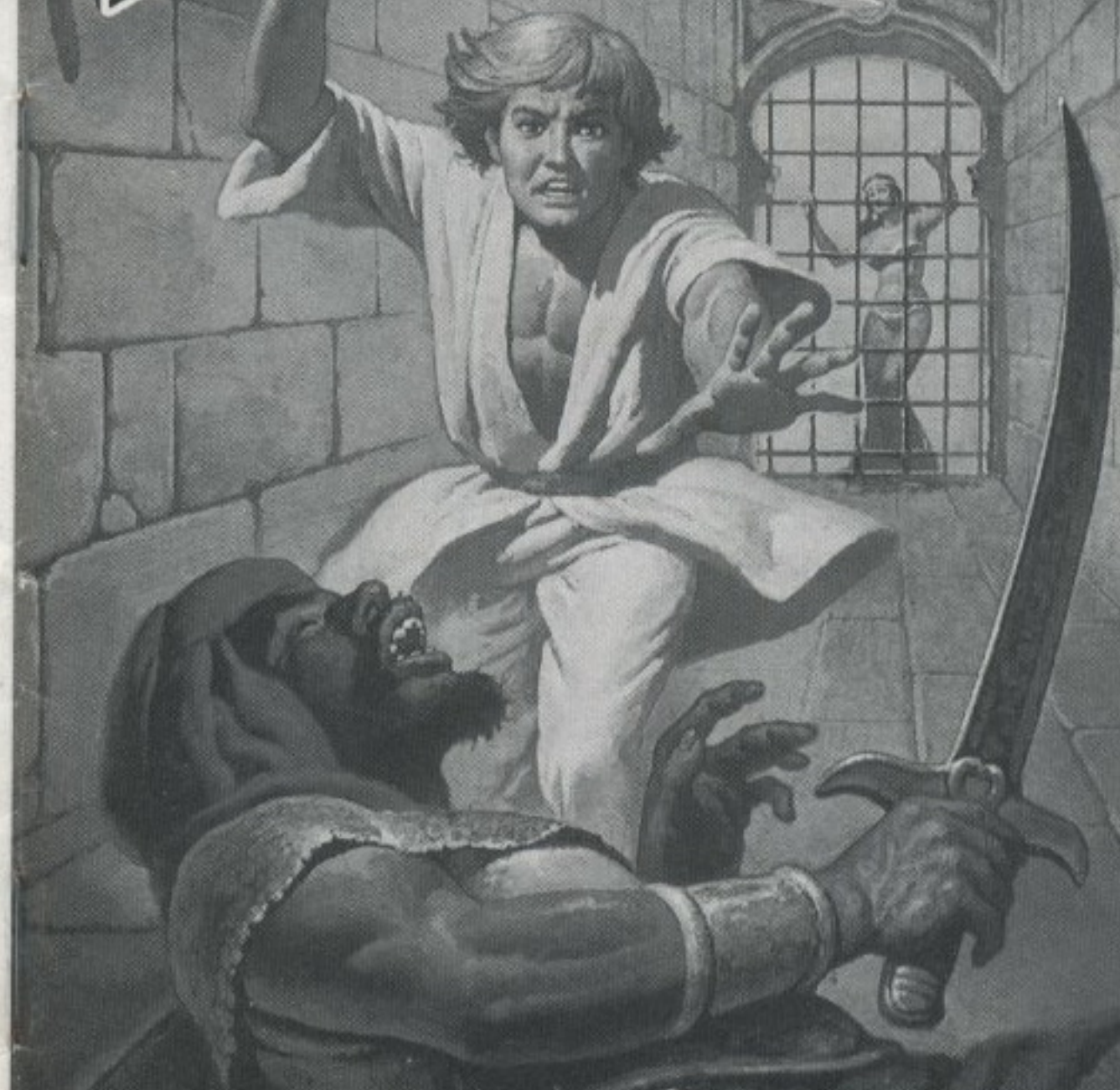
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PRINCE OF PERSIA®



COLOR PORTABLE VIDEO GAME SYSTEM



1 PLAYER



COLOR PORTABLE VIDEO GAME SYSTEM

CONTENTS

| | |
|-------------------------------------|---|
| CONGRATULATIONS! | 1 |
| INTRODUCTION..... | 1 |
| STARTING UP | 2 |
| TAKE CONTROL..... | 2 |
| RUNNING, JUMPING AND CLIMBING | 3 |
| SWORD FIGHTING | 4 |
| LIFE AND DEATH | 5 |
| STARTING FROM HIGHER LEVELS | 5 |
| ADVENTURING | 6 |
| HINTS AND TIPS | 7 |

CONGRATULATIONS!

You have just purchased **PRINCE OF PERSIA**,™ a premium quality **DOMARK** game for play on your Sega™ Game Gear™ System. The incredible fun and adventure of the original arcade smash hit is now at your fingertips, ready to provide countless hours of exceptional entertainment at home!

INTRODUCTION

In a time of darkness, while the Sultan is off fighting a foreign war, his Grand Vizier Jaffar has seized the reins of power. Throughout the land, the people groan under the yoke of tyranny, and dream of better days.

You are the only obstacle between Jaffar and the throne. An adventurer from a foreign land, innocent of palace intrigues, you have won the heart of the Sultan's lovely young daughter. And in so doing, you have unwittingly made a powerful enemy.

On Jaffar's orders, you are arrested, stripped of your sword and possessions, and thrown into the Sultan's dungeons.

As for the Princess, Jaffar gives her a choice, and an hour to decide. Marry him – or die.

Locked in her room high in the palace tower, the Princess rests all her hopes on you. For when the last sands drain from the hourglass, her choice can bring only a throne for the Grand Vizier... a new reign of terror for his long-suffering subjects... and death for the brave youth who might have been... Prince of Persia.

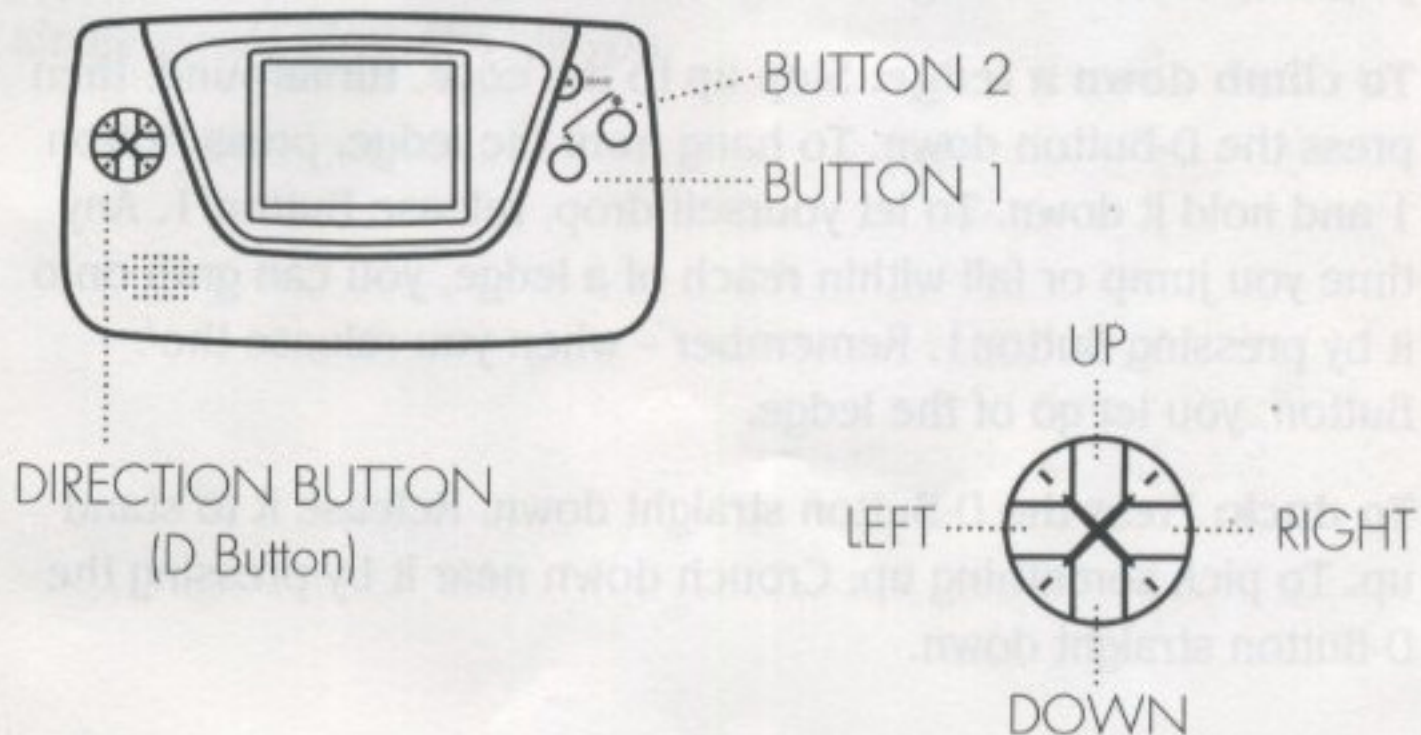
STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF, then insert this cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: This game is for ONE PLAYER only.

TAKE CONTROL



RUNNING, JUMPING AND CLIMBING

To turn around: Press the D-Button to the left or right.

To run: Press the D-Button in the direction you want to go (left or right). Release to stop.

To take careful steps: Hold down Button 1 and press the D-Button in the direction you want to go. You can use careful steps to move right up to the edge of a pit or a suspicious-looking floor section.

To jump forward: When you are standing still, push Button 2 and press the D-Button in the direction you want to jump. You can jump further with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Press the D-Button to start running and while running press Button 2 to jump.

To climb up a ledge: Stand facing the ledge and press the D-Button straight up. If necessary, use careful steps to position yourself below the ledge.

To climb down a ledge: Step up to the edge, turnaround, then press the D-Button down. To hang from the ledge, press Button 1 and hold it down. To let yourself drop, release Button 1. Any time you jump or fall within reach of a ledge, you can grab onto it by pressing Button 1. Remember – when you release the Button, you let go of the ledge.

To duck: Press the D-Button straight down. Release it to stand up. To pick something up: Crouch down near it by pressing the D-Button straight down.

SWORD FIGHTING

When you come face-to-face with an armed opponent, release the D-Button. You will automatically draw your sword – if you have one – and go on guard. In this stance, the controls are somewhat different.

To strike: Press Button 1.

To advance: Press the D-Button in the direction you're facing (towards your opponent).

To retreat: Press the D-Button away from your opponent.

To block your opponent's strike: Push Button 2 just as your opponent is striking. It may take some practice to get the timing right. Watch your opponent carefully, and wait for him to strike.

To stop fighting: Press the D-Button down.

Once you have put away your sword, you are free to run, jump and climb as usual. Be careful though – when you are off guard, a single sword blow can kill you.

LIFE AND DEATH

The row of triangles in the top left corner of the screen indicates your current strength. Every time you get hurt, you lose one unit of strength. When the last of your strength disappears, you die.

When you start the game you can choose 1, 2 or 3 units of strength. (Later on, you may be able to increase your strength beyond this limit.)

Things that cost you one unit of strength include a blow by a guard's sword, two-story falls, and having a section of the floor collapse on your head. Other, more serious accidents can kill you outright.

An opponent's strength is indicated by a row of triangles in the top right corner of the screen. To kill an opponent, you need to take away all his strength units.

STARTING FROM HIGHER LEVELS

When you reach the end of each level, you will be given a password. To restart at this level in the future, follow the on-screen prompts and enter the password when requested.

ADVENTURING

Although this is your first time inside the Sultan's palace, you do have some general information that may help you.

The Princess is imprisoned in the high tower of the palace. To reach her, you must find your way out of the dungeons, through the palace's main building, and up to the top of the tower.

Generally speaking, the guards on dungeon duty tend to be the dregs of the Sultan's corps. The more capable ones are usually assigned to the palace's main building. The very best of them, the deadliest swordsmen in the Sultan's employ, are kept for the elite honor guard in the tower, where they are responsible for the personal safety of the Princess and of the Grand Vizier.

Since your arrival in the city, you have heard some strange rumors. It is whispered that the Grand Vizier Jaffar is a magician, a master of the black arts of enchantment, and that his powers are more than mortal. Knowing that much of what passes for magic is mere trickery and superstition, you are reluctant to take these stories too seriously. Nevertheless, they don't do much for your peace of mind.

HINTS AND TIPS

- ▶ To get a maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of the pit before you jump.
- ▶ If you jump a chasm but fall short, you may still be able to grab on to the opposite ledge by pushing Button 1. Remember, when you let go of the button, you let go of the ledge.
- ▶ Every time you block an opponent's sword strike, the force of the blow pushes you back slightly. If you adopt a defensive strategy, you will find yourself steadily losing ground. Try following up a successful block with a strike.
- ▶ Learn to recognize different kinds of potions by sight.
- ▶ You can cross a bed of spikes safely by taking careful steps.
- ▶ A two-story drop will hurt you.
- ▶ A three-story drop will kill you.
- ▶ You never know what you'll find in a dungeon. Don't be afraid to explore, and to experiment. After all, you've got nothing to lose except your life, the Princess, and the entire kingdom. Time is running out.