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After installing the game, select Ubisoft/Prince of Persia The Two Thrones/Play Prince of Persia The Two Thrones from your computer’s Start menu or double-click the Play Prince of Persia The Two Thrones shortcut on your desktop. Doing either starts the game.

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

Uninstalling Prince of Persia The Two Thrones
To uninstall Prince of Persia The Two Thrones, follow these steps:
1. Start your computer.
2. Insert the Prince of Persia The Two Thrones 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 components of Prince of Persia The Two Thrones.

STARTING UP

Gameplay Controls
Left mouse button:
Prince/Dark Prince ..... Dagger attack; dagger plant
Prince ............... Speed Kill finish
Dark Prince .......... Speed Kill finish

Space bar ............ Action (jump, roll, eject, climb up when hanging)

E:
Prince/Dark Prince ..... Trigger Speed Kill
Prince ............... Secondary weapon attack; grab
Dark Prince .......... Daggertail attack; Daggertail swing; Speed Kill finish

C:
Prince/Dark Prince ..... Climb down
Prince ............... Pick up weapon; throw weapon
Dark Prince .......... Spin Daggertail

R ..................... Rewind (hold); slow motion (tap)

Right mouse button ..... Special action (run on wall, push/pull, swing on bar, drink water); block (when enemies are close)
Q ..................... Alternate view (landscape camera)
F ..................... Look (first-person camera)
PLAYING THE GAME

Create a Profile
When the game is launched for the first time, you will be asked to create a new profile. Simply type your nickname and press Enter to proceed to the Main Menu.

Main Menu
Use the movement keys (W, A, S, D, by default) to highlight the following options, then press the Enter key to select. Press the Esc key to go back to the previous menu screen.

• Start New Game: Start a new game.
• Load Saved Game: Resume a previously saved game.
• Options: Access the Options menu to adjust various settings.
• Change Profile: Switch to another profile or create a new one.
• Extra Features: Access the bonuses and the credits.
• Quit: Exit the game.

Options Menu
On this screen, you can adjust various settings for the game:

• Sounds:
  - Volume: Adjust the balance of music, voices, and sound effects.
  - Audio Virtualization: Select Full, Light, or No audio virtualization.

• Game:
  - 3D Audio Acceleration: Toggle the 3D audio acceleration on and off.
  - Creative EAX: Toggle EAX mode on or off (on supported hardware).

• Controls:
  - Slow Motion Camera: Select from the various slow-motion camera modes.
  - Tutorials: Toggle tutorial messages on or off.
  - Blood: Use this option to toggle blood on and off.

THE STORY
Our story begins just after the conclusion of Prince of Persia Warrior Within™.
The Prince of Persia makes his way home to Babylon with Kaileena, the enigmatic Empress of Time. But instead of the peace he longs for, he finds his kingdom ravaged by war. Cast to the streets, hunted as a fugitive, the Prince soon discovers that the Sands have tainted him. They have given rise to a deadly Dark Prince, whose spirit gradually possesses him...

THE CHARACTERS

The Prince
The Prince of Persia is back from the Island of Time, where he prevented the creation of the Sands of Time and rescued Kaileena, the Empress of Time. He eventually changed his fate and escaped death. He is now sailing to his homeland of Babylon, only to discover it ravaged by war and invaded by a powerful enemy.

The Dark Prince
The unexpected spreading of the Sands of Time as the Prince returns to Babylon has tainted the Prince and given rise to a deadly Dark Prince, whose spirit gradually possesses him. The Dark Prince is a corrupted version of the Prince: ruthless, reckless, and sadistic.

Kaileena
The enigmatic Empress of Time has been rescued from the Island of Time by the Prince. Together, the two of them left the Island and the past behind them, or so it seems until they arrive in Babylon...

X . . . . . . . . . . . . . . . . . . . . Reset camera
W . . . . . . . . . . . . . . . . . . . . Move forward
A . . . . . . . . . . . . . . . . . . . . Move left
D . . . . . . . . . . . . . . . . . . . . Move right
S . . . . . . . . . . . . . . . . . . . . Move backward
Mouse . . . . . . . . . . . . . . . . Move camera
Esc . . . . . . . . . . . . . . . . . . . . Pause/in-game menu
In-Game Menu
You can pause gameplay at any time by pressing the Esc key. This will bring up the following menu:

• **Continue**: Resume gameplay.
• **Options**: Access the Options menu to adjust various settings.

- **Combo List**: Access the combo lists for the character you are playing as (Prince or Dark Prince).
- **Quit To Main Menu**: Quit your current game and return to the Main Menu.

Saving
At specific points (water fountains) in the game, you will be prompted to save your game. First, press and hold the right mouse button to drink from the fountain.

Game Over
If the Prince or the Dark Prince dies in the course of gameplay, the following screen will appear:

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

**In-Game Menu**

- **Subtitles**: Toggle subtitle text on or off.
- **Graphics - Basic**:
  - **Resolution**: Switch between supported screen resolutions.
  - **Gamma**: Adjust the gamma level of your monitor.
  - **Brightness**: Adjust the brightness level of your monitor.
  - **Contrast**: Adjust the contrast level of your monitor.
- **Graphics - Advanced**:
  - **Filtering**: Switch between filtering/smoothing levels.
  - **V-Sync**: Enable or disable Vertical Sync for your monitor.
  - **Shadow Effects**: Choose the level of shadow effects to display.
  - **Water Effects**: Enable or disable water effects in the game.
  - **Fog**: Enable or disable fog effects in the game.
- **Controls - Keyboard**: Choose the desired keyboard mappings to control the game using mouse and keyboard.
- **Controls - Gamepad**: Choose the desired gamepad button mappings to play the game using your gamepad.
- **Credits**: Display the game credits.

**Change Profile Menu**
The Choose Your Profile screen displays a list of your existing profiles. This screen allows you to manage these, as well as create new profiles:

- **New Profile**: Displays the Create A New Profile screen, allowing you to create a new profile.
- **Delete**: Deletes the highlighted profile.
- **Select**: Selects the highlighted profile and displays the Main Menu.
**Loading**
To continue a previously saved game, choose Load Saved Game from the Main Menu.

**IN-GAME INTERFACE**

**Prince**
- Life
- Weapons frame
- Sands of Time slots
- Power timer

**Dark Prince**
- Life
- Sands of Time slots
- Power timer

**Life Bar**
**Prince** 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.

**Dark Prince** Shows the Dark Prince's current state of health. The Dark Prince gradually but constantly loses health and must kill sand creatures and absorb their sand to replenish his health.

**Sands of Time Slots**
Shows how much sand the Prince or the Dark Prince has collected. Each use of a Time Power empties one or several sand slots. The sand slots can be refilled by passing close to sand clouds (dead enemies, breakables, etc.).
Sand can also be collected at certain sand gates (see page 17).

**Power Timer**
Shows how much time is available to rewind. A full timer represents eight seconds.

**Weapon Frame (Prince Only)**
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.

**THE POWERS OF TIME**
Thanks to the Dagger of Time, the Prince has the ability to control time. He will gain more Time Powers throughout the game. The Dark Prince shares the same Time Powers as the Prince.

**Recall**
By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed. Press and hold the R key to turn back time. When you reach safety, release the R key 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 speed-limited traps and to fight his enemies while they are slow and helpless. Tap the R key to use the Eye of the Storm attack during a fight. This will empty one sand slot.
**Sand Winds**
This power lets the Prince perform a strong ground attack that hurts all the enemies surrounding him simultaneously. Press the R key while blocking with the right mouse button. Each Sand Wind empties two sand slots.

**Sand Storm**
This power lets the Prince perform an even stronger ground attack that kills all the enemies surrounding him simultaneously. This power requires more lead-time. Press and hold the R key for a few seconds while blocking with the right mouse button. Each Sand Storm empties four sand slots.

**MOVES**

**Basic Moves**
The Prince and Dark Prince will automatically climb obstacles. When near a wall, they can also perform a vertical or horizontal wall run and rebound from the wall in the opposite direction. They can chain together rebounds to climb between walls or make diagonal rebounds to reach seemingly unreachable walls.

**Diagonal rebound sign**

**Environment**
The Prince and Dark Prince can interact with elements in their environment and perform attacks using these elements:
- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound.
- **Columns:** Climb, rotate, and rebound.
- **Poles:** Lean, drop, swing, and rebound. Climb on poles to jump up.
- **Beams:** Move, drop, and jump.
- **Close walls:** Climb up and down between them.
- **Chain:** Slide down and climb up.
- **Curtains:** Slide down and rebound.
- **Plant dagger base:** Stab the dagger in these to rebound, jump up, wall run, or drop.

*Dark Prince only:* The Dark Prince can interact with specific poles by using his Daggertail. This allows him to go to places the Prince can’t reach:
- Swing on poles with his Daggertail.
- Chain his Daggertail to poles and wall run from there.
**WEAPONS**

**Prince**

The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific range of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

Here are the most common weapons the Prince will find during his journey:
- **Primary weapon:** The Dagger of Time – for use with Time Powers.
- **Secondary weapons:**
  - Swords – well balanced.
  - Axes – heavier damage, low speed.
  - Maces – grounding on strong attacks.
- **Secondary weapons:** Daggers – powerful for throwing.

The Prince can find and use a large number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo).

**Dark Prince**

The Dark Prince uses his Daggertail, a powerful mid-range, chain-like weapon, and the Dagger of Time. Unlike the Prince, he cannot collect any other weapon.

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**Mechanisms**

The Prince and The Dark Prince can also interact with mechanical elements around them:
- **Boxes:** Push and pull boxes to activate mechanisms.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince or Dark Prince hangs on them and rise again after they drop.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.
- **Dagger switch:** Use to activate machines.

**Dark Prince only:** The Dark Prince can use his Daggertail to interact with specific rings on walls to pull out blocks.
FREE-FORM FIGHTING

The Prince and Dark Prince can master a great variety of deadly advanced fighting techniques. They can take advantage of the environment (ladders, pillars, walls...) and use their superior agility to gain the upper hand on enemies.

For each action, you can create custom combo chains throughout the fight and develop a signature fighting style.

**Prince and Dark Prince Common Moves**

**Prince and Dark Prince Dagger Attacks:**
- Single Slash ..............left mouse button
- Double Slash ..............left mouse button (2X)
- Triple Slash ..............left mouse button (3X)
- Furious Slash ..............left mouse button (4X)
- Asha’s Fury
- (enemy on ground) ........left mouse button
- Dagger Charge Attack ........left mouse button (hold)

**Prince and Dark Prince Movement Techniques:**
- Rebound from Enemy .......(toward enemy) Space Bar
- Aerial Slash ..............(toward enemy) Space Bar + E
- Landing Slice ..............(toward enemy) Space Bar + E
- Aerial Kick Attack .......(toward enemy) Space Bar + E
- Landing Kick Sweep .......(toward enemy) Space Bar + E
- Jump Slash ..............Space Bar + left mouse button
- Roll .........................(direction) Space Bar
- Roll Dagger Attack .......(direction) Space Bar + left mouse button
- Escape Roll ..............(lying on the ground) Space Bar

**Prince and Dark Prince Double-Weapon Techniques:**
- Rage of Darius ..........left mouse button (2X) + E + E + E
- Azad’s Furious Retaliation left mouse button (2X) + E + E + left mouse button (2X)
- Mithra’s Vengeance ....left mouse button (3X) + E + E
- Misery Gale .................E + E + E
- Furious Oblivion Twister ....E + left mouse button (3X)
- Harassing Cyclone .........E + left mouse button (2X) + E + E
- Furious Tempest of Agony ....E + E + left mouse button (3X)

**Prince Only**

**Prince Movement Techniques:**
- Jump Kick .................Space Bar + E
- Aerial Backslash ...........(toward enemy) Space Bar + C
- Landing Steal Weapon ....(toward enemy) Space Bar + C + C
- Stand Up Spinwheel ......(lying on the ground) E
- Wall Spinkick ..............(run toward wall) E
- Bladewhirl Attack .......(vertical wall run) E
- Column Spinkick .........(toward column) E
- Counter Double Slice ....right mouse button (hold) + E

**Prince Left Hand (Without Weapon):**
- Grab .......................E
- Grab to Boosting ........E + Space Bar
- Grab Slice .................E + left mouse button
- Grab Throw .................E + E
- Steal Weapon Kill .......E + C (weak enemy)
- Steal Weapon Dagger Kill ....E (hold) + left mouse button
  - (weak enemy)

**Prince Left Hand (With Weapon):**
- Grab to Boosting ........E + Space Bar
- Grab Slice .................E + left mouse button
- Grab Throw .................E + E
- Steal Weapon Kill .......E + C (weak enemy)
- Steal Weapon Dagger Kill ....E (hold) + left mouse button
  - (weak enemy)
Winds of Torment . . . . . .E + left mouse button (2X)
Blast of Sorrow . . . . . .left mouse button + E + E + E
Whirlwind of Pain . . . . . .left mouse button + E + E + left mouse button (2X)
Storm of Anger . . . . . .left mouse button (2X) + E + E + E
Storm of Remorse . . . . . .E + E + left mouse button (3X)
 Twister of Penitence . . . . . .left mouse button (2X) + E + E + left mouse button
Plague Tornado . . . . . .E + E + E + left mouse button (2X)
Oblivion Tornado . . . . . .E + E + left mouse button (2X) + E + E
Typhoon of Torment . . . . E + left mouse button + E + left mouse button

SPEED KILL SYSTEM

The Speed Kill system allows the Prince and the Dark Prince to perform very dramatic attacks that take down one or several enemies in a single shot.

Detection System

Enemies can detect the Prince or the Dark Prince by seeing or hearing them. If enemies detect you, the opportunity for a Speed Kill will be lost.

Sand Gate Detection System: If the Prince or Dark Prince is detected by the sand gate guard, this guard will activate the sand gate, which will bring in new reinforcements.

When all enemies around the sand gate are killed, you can collect Sands of Time rewards by pressing the left mouse button while standing on the sand gate. You will collect sand or one sand slot or one new Time Power, depending on the gate.

How to Trigger Speed Kill

When the Speed Kill is possible, you will see the corners of the screen become slightly white and you will hear a heartbeat. Press the
HINTS AND TIPS

• Use the Speed Kill System whenever you can, even in Boss fights.
• Double Speed Kill is possible!
• Look for the sand gate guard; he’s the only guard who can activate the sand gate and call for reinforcements.
• While playing as the Dark Prince, always be on the move and kill as many enemies as you can to stay alive.
• Don’t forget to block! You can even block arrows.
• During combat, use the Prince’s athletic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
• Don’t forget to use your Time Powers to help you fight and to avoid traps, even during chariot races.
• Use the first-person camera to look around, and the landscape camera to get a better idea of where you are.
• While playing as the Prince, always remember to pick up dead enemies’ weapons.
• Don’t forget to break destructible objects – you may discover hidden rewards.

CHARIOT RACE

On occasion during the game, the Prince will drive a chariot in order to chase his enemies or reach faraway places:
• Use the movement keys to move the Prince’s chariot left and right.
• Use your chariot to push aside other chariots and crash them.
• Press the left mouse button to get rid of enemies who jump on your chariot.

SPECIAL ITEMS

Sand Clouds
Sand clouds allow the Prince and Dark Prince to collect Sands that will be used to launch Sand Powers. You can find the sand clouds on dead enemies and in some breakable objects. Sands of Time will also restore the Dark Prince’s life.

Water of Life
Drinking water from a fountain or other source will restore a wounded Prince to health. Press and hold the right mouse button to drink until your life bar is fully replenished.

Sand Collected
Allows you to “buy” special artwork and videos from the Extra Features menu. You can see how much sand you’ve collected by pressing the Esc key at any time during the game.

Breakable Objects
The Prince or the Dark Prince will discover hidden rewards in objects that they can destroy.

Weapon Racks
The Prince can find new weapons.
Register this game now and stay in the know!

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Thanks,
The Ubisoft Team

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