

Stratos Group's
Unofficial Guide to
Prince of Persia: Sands of Time



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Thank you and have a nice day.

Strategies and Tips

Take Them Out in Groups

Often, when you are in the thick of some of the larger battles, enemies will come at you one after another after another, and even when you kill one another will take its place in short order. When this type of situation arises, it can often be beneficial to simply dart toward an enemy, strike them a few times, then dart back. Do this and damage all of the enemies in this matter, then strike fatal blows all the way around. Stick your dagger in them one by one to kill them afterward. This should give you a nice, well-deserved, momentary pause in the action while the newly appearing enemies home in on you and close in.

Use Your Dagger Liberally

At first I often used quite a bit of restraint with the powers of the dagger, and this was wrong. Since you replenish your sand supply each time you kill an enemy, and the frequency of the sand clouds only increases as you play the game, there is absolutely no reason to do this. Instead use your powers to rewind time when you are hit, freeze enemies, or zoom around and clear out a room of enemies whenever you feel the urge. So long as you don't go completely overboard you should always have enough sand to continue along your merry way.

When in Doubt, Block

For some reason I didn't actually pay attention to the controls and figure out how to block until I had already finished the game. After all, the controls were all so intuitive that I never needed to, but afterward I found it to make so very many encounters that proved somewhat difficult the first time relatively easy. Just be careful; you can't block indefinitely, so don't expect to be impervious when you do.

Rebounding and Rolling Attacks

By rolling along the ground and coming up in a strike, or by running up a wall and jumping off of it, hitting an enemy, you will often be able to attack a blocking enemy, avoiding a sticky situation while getting in a hit. Make sure to keep moving when you do get in a fight, and use these techniques to get in an extra hit here and there while you do.

Don't Get Cornered

When facing more than one enemy they will usually move around you, continuously circling you, until you are cornered. Don't be mad at them, they're just playing smart. Don't let it happen either, though; that isn't smart. To avoid this make sure that you always move, left right, roll along the ground when they start to corner you, do whatever it takes. Snag a few with your dagger to freeze them in place, whatever you can. The moment you are cornered you will typically die pretty quickly because if you get hit, then they will just start taking turns, alternating hits, and you will find yourself getting smacked so fast that you won't be able to hit back, and you will die.



Use Your Views

Each time you come to a new puzzle, stop and check around with the various view options you have. For instance, panoramic view can often show you where puzzles are and how to complete an area, whereas first-person can show you whether or not you are lined up yet, and should be used regularly before making a jump.

Enemies

General

In the game none of these enemies have any actual names, other than the bats and birds, and as a result the names that I have given them are names that I have made up. I have simply referred to them as sand zombies, enemies, or guards in the walkthrough. Enjoy!

Bat



You won't encounter bats until later in the game, but when you do they will be a huge annoyance. Not particularly difficult to kill, they will instead swarm you in packs of 10-12 and attack you while you are trying to perform your acrobatic stunts. Wait until they begin to congregate to attack them, then slash with your sword until they disperse. Make sure that if they hit you and you fall, hanging from a ledge, that you pull yourself up right away or else you will fall and die on their next hit. After you have killed all but three of them the Bats will fly away, leaving you alone.

Bird



The birds are quite annoying because they will fly at you and, unless you know how to fight them, there really is no way to avoid getting hit. So, if you want to avoid getting hit then block when they come near you and wait until they strike you. After they fail to hit you, swing at them quick and you will likely hit them as they are pulling back. Use caution, however, as they will usually come at you in swarms that are bigger than you could see before the battle ensued.

Bludger



These big bullies will come at you later in the game, and do an absolutely incredible amount of damage. In fact, if you don't visit a magic fountain whenever you can, then I am pretty sure that two hits would kill you by the time you get into a fight with them. Fortunately for you, however, the bludgers are slow and, so long as you are careful and don't get knocked down next to one of them, you should be able to take them out without much fear most of the time.

Dancer



The dancers won't block much, and will often be pretty easy targets. What makes them somewhat difficult, however, is their tendency to strike multiple times while performing something like a cartwheel. If you should happen to get caught in this then make sure to reverse time, as it can seriously deplete your health.

Guards



You will only face these jokers in the first mission, before you are able to save your game. They are weak and die with just a few slashes, so go to town, and slaughter them wholesale.

Hatchet



The hatchet-wielding foe is relatively weak and unable to do much in the way of damaging you. Additionally, you will only face him in the beginning of the game, after which you will not see him anymore. In fact, this enemy's presence in the game will be so fleeting that I did not even remember to include him until after the rest of the guide was done and I had gone back to do a little fact checking and noticed him, even if briefly.

Like Father



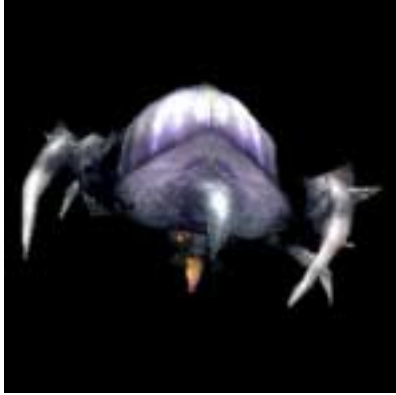
I called this guy like father because he seems to fight like your father does, and just reminded me of him. Anyway, like father does quite a bit of damage with each hit, almost like the bludger, and will often block somewhat easily. His sweeping blow can be somewhat nasty as well, but if you are able to avoid it then he will often knock over some of the other guys attacking you. As a result use simple tactics, run in and strike, then pull back the moment he starts to move. Avoid getting too close to large groups of them and instead try to break them up.

Pikeman



The pikeman comes in two different colors, and will compose the mainstay of your resistance. Because they have a long weapon they will have quite a bit of range, and they will often perform sweeping blows that are somewhat difficult to avoid. Additionally, when in a pack, they can pose a problem if they corner you, so don't let them. Fortunately, however, they don't do much damage when they do hit you, comparatively.

Scarab



Scarabs are small, easy to kill, and hard to be killed by. You will encounter them in caves, or dark nasty little corners. They don't pose a problem, however, so you really shouldn't have much to worry about. Just slash at them when you see them and they will die with a couple hits.

Slaver



Looking something like an S&M slavemaster, the slaver is one of my more favored guys to go against simply because they aren't hard to kill. They don't block too often, and because they have so much exposed soft tissue they don't take too many hits. Just give them a few slashes and they'll go down, allowing you to collect their sand. Just beware when they start really swinging their chain, when that happens you had better start to move quickly; it often seems to knock you over. Fortunately it isn't too hard to avoid.

Whacker



Ah, the whacker. You will encounter this oaf early on and somewhat regularly. He is slow, short, pudgy, and easy to kill. While he can strike with his little nailed board pretty quickly, this often isn't an actual danger, and as a result you can typically avoid his blows pretty easily. Just go in there and strike him a few times to have tubby bend over in pain.

Special

Father



Unfortunately you will need to slay your father pretty early on. He will be accompanied by a supply of replenishing pikemen as well, when it comes time to take him down save your sand and instead continually beat upon him. His one real weakness is that he moves quite slowly, and won't be able to strike back if you do so.

Vizier



The Vizier, the evil wizard, isn't one of the worst enemies, but he can be a pain as he makes doubles of himself. Just kill his doubles, blocking and striking, until they die, at which point you can slash at him when he's coughing. It will be a little bit of a pain, but when you can hit him directly he'll die fast.

Walkthrough

In Search of Treasure - 0%

When the game begins, you will see game tips at the bottom of your screen helping you, and showing you what to do. Begin by running into the room in front of you to queue a cutscene. After the cutscene is done you will be presented with the beginning of the game.

In front of you, and to the right, will be some large stones; climb up them and you will come to a ledge. Either jump across it or run along the wall. Continue up the next couple stones, then climb the next wall in front of you and walk to the bridge here. When the bridge is blasted out simply jump across it, then jump across the wooden catwalk next to it. From here you will be able to go inside.



Up the rubble you go to get to the next area.

Walk inside and use your sword to slash away the furniture that blocks your path. When it is gone approach the guard and proceed to kill him. When the guard is dead climb the ladder here, and kill the two guards on the landing above, then run into the next room to a pool of water. If you are injured stop and drink the water, then, when you are done, continue to the next outside area.

Kill the four guards here, then run into the hallway in front of you, and through it, to the next outside area. When more catapult shots blow out the walkway here, run along the wall twice and climb the ladder in front of you.

Continue into the next room with a pool of water. Heal if you need to, then leave the room to kill the next four guards. When they are dead heal any injuries by drinking from the water.

From here all of the puzzles have been straightforward jumping puzzles; this is where they begin change. Jump onto the wall in front of you so that you are hanging from the ledge and move all the way to the left. From there jump twice to hang from the next ledge, and move along to the left and around the corner of the building. When there is another ledge below you simply drop down twice to hang from it, move over the opening in the side of the wall, and drop down into it.



It may look dangerous, but then again, isn't that why you're playing?

Again, kill the guards inside and drink from the water if you need to, then you will need to do some column jumping. While facing the water, climb up the forward left column. The screen will now change and you will need to jump to the lower right column. Once you are on it jump to the upper right column, then climb to the top and jump to the balcony.



Since you haven't done column jumping yet this may not be too apparent, but it will soon become second nature.

The Maharajah's Treasure Vaults - 2%

Run down the hall and save your game when prompted. Afterward continue forward and run along the wall to the left to get to the next ledge. Below you will be a pool of water now. You need to run along the wall to the right, then when you are across from the ledge on the left, jump in order to go to the ledge. If you fall simply climb up from below and try again.



Run along the wall here, then jump at the last minute in order to reach the ledge at the other side. Once you are on the next ledge run along the wall on the right-hand side to get to another ledge, then jump from wall to wall to climb to a point where you can continue to a room where you can see the dagger. When you are inside run along the wall to the next ledge, then begin running along the wall as if you were going to another ledge, but jump when you are across from where the dagger is to stand on the ledge that has the window through which you can see the dagger.

Climb onto the ledge near the window to the dagger, on the left side, then, from this ledge, run along the wall to get to the next, lower, ledge. From here run along the wall to the next ledge and you will have made it to the doorway on the other side of the room.

Jump down to the floor and you will be facing three pillars with swords coming out of them that are moving in a fairly easy pattern. Run around them to get to the other side, then look ahead of you. On the far side of the wall is a very small ledge, the type that you hang from normally. Run along the wall on the left side to get to it, and when you can't run any further you should automatically drop onto it. If you fail simply drink the water below, then climb up on the initial side to try again.



While there aren't many of these now, later on you will run into quite a few of them. From here you will need to jump to the ledge on the right side, then back to the ledge on the left side, and continue forward to approach two more sword pillars. Walk past them, then run along the wall on the left hand side until you have run as far as you can, at which point you will need to jump to the small ledge on your right. After you are there, continue forward.

Next drop down to the ledge below you, then hang from it and, after the level below you falls away, drop to the ledge below that. Walk along it to the left, then when the ledge you are on begins to fall away, jump to the one above you. From here continue to the left, then jump up another ledge. Again this ledge will begin to fall away, so jump down then continue until you need to jump down yet again.



So very many ledges; an awkward puzzle. Take your time here to get through alive.

Once again on the bottom ledge, continue to the left and jump up when you need to, head left, then drop down again. This should put you opposite a large column. Jump away from the ledge to the column. There are now five columns forming a sort of corner. Jump all the way to the left, then turn and jump to the fifth column, at which point it is safe to slide down and jump to the floor.

The dagger is now in front of you; jump up the ledge, then jump into the lower hand of the statue on which the dagger sits. From here run up the wall to the right, then at the top jump across to the next hand. Jump up the wall to the left of you and you will be at the head. Run up the side of the head, then jump to the wall to your left, then jump from the side of the head, to the wall, and back and forth until you are on top of the head. Finally, approach the dagger for a cutscene.

When the cutscene is over jump to the opening next to you, then run along the wall and jump to the small platform, and repeat to get to the next platform. Walk past the three sword pillars here, then follow the wall of them into an alcove on the left. When they pass jump down to the area below you. Run past the three sword poles down here, then jump up the ledge on the other side to come to another cutscene which sets the stage for the rest of the game.

“You Have Unleashed the Sands of Time” - 5%

After the cutscene you will need to fight several sand zombies. Simply kill them, but don't worry about how injured you are, so long as you survive. There is a healing pool right next to where you are. When the battle is over save

your game, drink from the pool, then save again at the save point. Afterward run through the ruined gate in this room to continue.



The sand zombies here will pose some challenge, but not as bad as what you will face in short order. Run up the steps here and you will have a fleeting glimpse of Farah. Follow her until the roof caves in, then run into the room on your right. Inside you will find yourself in a bed chamber. Run along the wall next to you, then drop onto the steps below you. Underneath the steps is a sand cloud; use your dagger to retrieve it, then walk behind the pillars on the side of the room where you came in.

Stand under the pole that connects one of the pillars to the wall that is the closest to the ground and jump. After grabbing hold swing from pole to pole and, eventually, up to the ledge. Run along the wall to the next ledge, then run along the wall and jump to the next pole. Swing from the pole to the opening and walk through, making sure to retrieve the sand cloud that is on the rocks to the right when you walk through the opening.

You'll see Farah run ahead of you, and more rocks will come down to bar your passage. Turn instead in the direction that she came from, then jump and catch the pole here. Swing from pole to pole to the other side. Drink from the water if you are hurt, then head inside the room here.

Begin by running along the wall and you will automatically grab the pole sticking out of the wall. Swing from pole to pole to pole to the next landing. Once you are there run along the wall to the right and you will automatically grab another pole. Drop down the poles, then kill the sand zombies below.

When the sand zombies are dead, stand under the pole that is near the opening in the wall. From here run against the wall and jump away from it to grab the pole, then swing from the pole and jump toward the wall again, and away

from the wall again, to grab the pole above you. Finally jump from the pole to the ledge, then climb through the opening. Save your game when you have the chance.



Jump away from the wall to grab the pole here.

"Had I Really Seen Her?" - 7%

Drink from the fountain if you need to heal, then run forward, slash the furniture out of the way, and walk into the next hall. Here you will have another sand cloud to retrieve, so make sure to do so. Afterward run against the opposite wall and jump from it to grab the pole, then swing from the pole and jump onto the ledge.

Jump down from the ledge to the opening in the wall, and go through the opening. Once through run along the hallway, and across the bridges, to drink from the pool at the far end automatically. Afterward you will reappear where you were when you went through the opening, so continue to jump down to the floor below.



Your first encounter with the magic pool is through this opening.

Run and jump over the pit in the floor below to retrieve another sand cloud, then drop through the hole in the floor to the floor below you. Once you are down, run down the hall and Farah will pull you aside.

When you are finished talking to her, kill the scarabs that will come at you, then drink from the fountain if you are in need of healing. Afterward continue down the hall. When you come to a T, take the left passage first to retrieve the sand cloud there, then head back and take the right passage.

Jump across the gap in the floor, then walk outside to see the hourglass being flown away. Afterward run along the wall on the left, then continue back into the room from the other side.

On the inside again, climb up the column there and jump to the next column to your right. Jump over three more columns ahead of you, then jump to the small ledge that will be on your right. From the ledge run along the wall to your left, and jump when onto the next pole when you reach its shadow. Slide down and kill the scarabs below.



At this point you will need to jump from the column to the hand-hold in the wall. Retrieve the sand cloud after the battle, then run along the next wall until you are in the shadow of another pillar, at which point you will need to jump to catch it. Jump from pillar to pillar until you are on the next ledge, then climb up the stones there. Jump from wall to wall up to the ledge above you, then retrieve the sand cloud there. Jump from pillar to pillar until you can jump from the pillar, hanging from the ceiling, to the next ledge. When you are on the next ledge hop down to where you are hanging from it, and move to the left. Drop from ledge to ledge here until you are on the next large ledge with scarabs on it.



You will need to perform numerous of these wall jumps where you are trying to catch something hanging in mid-air. Kill the scarabs there, then run along the wall to grab the pole that comes out of the wall. Swing from pole to pole to the next ledge. Kill the scarabs there, then hang from the guard rail and jump to the pillar next to it. Slide to the floor when you are ready for a battle. Proceed to kill sand zombie after sand zombie until the battle is over, then heal, retrieve the sand cloud, and save.

A Secret Passage - 10%

After saving, push the bookcase that is to the right of the sand cloud out of the way, then proceed down the passageway behind it. Continue down the hall here, run along the wall on the left-hand side, and jump to the ledge there. Retrieve the sand cloud on the ledge, then step on the button on the floor to open the door nearby. Afterward walk through the door.



The only way to cross the bridge here is to perform a wall jump.

The door will shut behind you and, when it does, debris will fall to take out the bridge in this room. As a result you will need to run along the wall and jump onto the far side of the bridge. Once you are on the other side push the crate onto the next switch, then continue through the next door to activate the palace defense system.

Pull the switch on the wall in front of you all the way out, then run and jump across the bridge before it can retract too far. The guard above will reset the defense system and, after he does, you will need to engage it. To do this you will need to step on the tiles to retrieve the rods at the right time, and use the two cranks to either twist the platform, or raise and lower it.



You will regret activating this later on for sure.

Figure out the puzzle if you like, otherwise complete the following steps for the solution:

1. Begin by stepping on the lit tile to retrieve the first tube
2. Rotate the platform clockwise once
3. Use the vertical crank to raise the platform once
4. Use the rotational crank to rotate counterclockwise three times
5. Use the vertical crank to lower the platform once
6. Step onto the lit floor tile to retrieve the next rod
7. Raise the platform once
8. Rotate the platform clockwise twice
9. Raise the platform twice
10. Hop onto the lit floor tile to obtain the third rod
11. Rotate the platform clockwise once
12. Use the vertical crank to lower the platform once
13. Step on the floor tile to get the fourth rod
14. Raise the platform once
15. Rotate the platform counter-clockwise once
16. Raise the platform to finish



With the rods lined up they will automatically insert themselves. Afterward walk along the bridge and climb the ladder there. At the top jump up to grab the hanging lever to activate the defense system. Unfortunately that guard will now be overtaken by the sands, so climb down the ladder and dispatch the foes there. You are now trapped in the palace with not only the sand zombies, but also with a bunch of machines that will try to kill you. Walk through the door and save your game.

The Palace's Defense System - 12%

Walk up the stairs and you will come to a sword pillar. Wait until the pillar moves to the left, then walk in its track past the floor tiles with the holes in them. If you should happen to touch this tile, spikes will shoot up and hurt you. Walk in the path of the next pillar to get past the next set of floor tiles with holes. Next you will come to a line of floor tiles with holes. To get around them run along the wall and you will be safe.

This next set of instructions will have to be completed very quickly, as you will be timed. Pull the lever in front of you, then run up the stairs, across the landing, and jump to grab the ledge at the far side. Do this all while avoiding the sword pillars and the saw at the far side. When you have hold of the ledge, pull yourself up to stand on it, then walk to the left. When you get to the far left side jump to the other ledge, avoid the saw, and drop down to hang on it. Walk to the other side, then stand up on the ledge and jump to the next area.

Walk down the hall and jump to grab the ledge in front of you. Walk along the ledge, while avoiding saws above and below, until you can jump to the next ledge. Do so as soon as you are able to, then walk to the end of it, at which point you will need to jump back to the first ledge. At the end of the first ledge, jump onto the floor and roll under the door. If you failed at any part of this, then you will need to go back to the lever and start all over again.



Saw blades will be both above and below here, making neither method of staying on the ledge safe, so jump to the one on the right side.

Once you are through the door, fight off the sand zombies that come at you, then when the battle is over, at the corners of the pavilion here you will find a fountain, a sand cloud, and a save point. Retrieve the sand cloud, heal any injuries, then save your game.

A Booby-Trapped Courtyard - 14%

Look around and you should see a lit tile on one of the walls. Run at it, and up the wall, to trigger it, then turn around and run up the pillar that rises out of the ground. When you are at the top jump to grab the bar coming out of the wall, then swing from it to land on the walk above. From here take a running jump to get onto the next landing.



Your first trigger on a wall; run up the wall here to activate it.

Walk past the blade that comes out of the floor, being very careful not to get hit, then run along the wall and jump to the next landing. From here walk past the sword pillars and the blade that pops out of the floor. I personally like to hang over the edge to get past the blade, but different methods work here. When you are done take a running jump to grab the switch that opens the door on the next landing, at which point you will simply need to jump through the door.

Climb onto the rubble here and run along the wall, then jump to catch the ladder. If you should happen to fail you will be impaled by spikes, so take care. Fortunately the camera angle will change to make this easier. When you are on the ladder climb to the top.



Since you haven't really done a jump this tricky before it can be somewhat harrowing the first time. Run along the wall to the next landing, then jump to the one after it. Retrieve the sand cloud there, then look to see the opening in the ceiling. Climb onto the rubble and run up the wall to the right. Jump when you are at the top of your run to leap over and onto the ledge that is revealed by the rubble. If you are not careful you will die upon the spikes below.

Run through the hallway here, and along the hanging bridges, to return to the same mysterious fountain from before. When you do this your life bar will increase, same as last time. Afterward you will be returned to where you jumped into the hole.

Run along the wall to automatically grab the pole that sticks out from the wall. Swing to the next bar, then onto the ledge at the far side. Move to the right side of the ledge, then jump to the next landing. You will now need to run along the wall to get to the landing on the far side, but time it so that you miss the blade coming from the wall. When you get near the end of your run jump to land on the landing.

Now run up the wall to grab the ledge above you, then move to the right side of the ledge and jump away from it to grab the bar coming from the wall. Swing from the bar to get to the ledge above. Run along the wall to get to the next ledge, then run along the wall and jump at the far side to get to the one after it. Again, be careful to avoid the saw blades.

Heal at the fountain up here if you need to, then walk to the end of this landing and run along the wall to get to the next one, avoiding the saw blade. Stand on the trigger here to open the door that was by the fountain, then run back to it as fast as you can. If you fail to do it fast enough then you will need to do it over again. The door will then slam shut and you will have another pull lever in front of you.

You know that you don't want to pull it, but you have to. When you do, however, you will need to move very fast because this one doesn't last as long as you would like, as is the case often enough. So pull the lever, then run along the wall to the next landing, avoiding the saw blades. Continue down the hall here, avoiding the blade that swings from the floor, and you will come to a closed door with a switch on the left wall.



Immediately after you hit the tile jump back to land on the platform that pops out.

Run at the switch in such a way that you trigger it, but then jump away from the wall at the apex of your run to catch the landing that spouts from the wall. Afterward jump up to the ledge above you, then to the ledge above that, and walk to the left end of this ledge, at which point you will need to jump across to the one on the other side of the wall.

Jump up to the next ledge, and the one above it, then move to the left and jump away from the ledge to the landing on the other side. Run across the last opening in the floor, avoiding the two blades on the right, and roll under the door. Again, if you can't do it in time, then go back and do it all over again. You will take a little damage each time you retry when you drop to the lower level of this whole escapade, so don't take too many tries; you will need all the health you can get for the upcoming battle.

After you are through the door you will come to see Farah tangling with your father, and several other sand zombies. Unfortunately it is your job to kill them. Start by taking out the sand zombies first. They will replenish their numbers regularly, but eventually you will be done with all of them. Afterward focus on father. Fortunately he is easy to beat by simply doing jump attacks over his head—they will result in a hit every time.



Death of a Sand King - 17%

Heal yourself at the fountain near you, then run to the edge of the landing, and along the wall to get to the overhang over the window, then along the wall to get to the one after it. From here run along the wall to go to where the baddies are below, and take caution; this is a difficult fight. After the battle is done, heal your wounds, retrieve the sand cloud above, then save your game.

"I'll try to find a way in." - 19%

Head up the stairs and around to the sealed door. Next to it some of the landing will crumble away, so run along the wall to the other side, at which point you will fall onto a small green window area. Run along the wall to the next one, then along the wall to grab onto the pole that is sticking out from the wall. Swing from pole to pole until you can swing onto the next window, then run back along the wall over another window covering. Finally run along the wall to get to the landing that has a lever on it.

Turn the lever clockwise, then drop down onto the landing below when you are ready for yet another big battle. Take out all the enemies that come at you at first, then retrieve the sand cloud and take on the second wave. After they have all been dealt with head inside and save your game.

Climbing the Tower - 21%

Begin by climbing up onto the rubble, then run at the wall and climb it, to grab onto the small ledge above. From here hop onto the ledge in a standing position, and move to the right. Jump away from the wall to grab the bar that is between two of the pillars, then swing from bar to bar until you are at the other side of the room. Next swing against the wall, and jump off of the wall, to grab the bar above you.

Continue to swing from bar to bar, and eventually you will be able to swing onto a landing above you. Once you are on the ledge run along the wall to the left, avoiding the saw, to the other side. Head into the opening here, run down the wall, and along the wooden bridges to come to the magic fountain again for a life boost.

Run back along the wall, then climb the ladder. At the top of the ladder run along the wall, avoiding the saws, to get to the next landing. From here run along the next wall in front of you, avoiding the saw blades and triggering the lit tile there, to get to the next landing. Again run along the wall in front of you to find yourself back where you came up the ladder. Walk in the door here.



This trigger is a little bit tricky, in that you not only need to run along a wall to hit it, but also need to avoid obstacles while doing so.

Run along the wall on your left to the other side of the hallway, then along the hallway and down the stairs to return to Farah. Activate the trigger to let her in. She will then proceed to open up the next door for you, so follow her up the stairs and through the door.

Continue through the hall and through the next door to come to the next elaborate set of death traps. Begin by running down the ramp and jumping to the next platform, without getting hit by the spikes that come from the wall. Move to the edge of the platform, then, right after the spikes come out and return back inside, run against the wall and jump to grab the lever. After activating it Farah will activate the next lever to assist you. Drop from the lever and walk up the ramp.

Pull the lever that you come to from the wall, then run around the sword pillars and between the spike tiles along the floor until you get to the other side of the hallway, at which point you will need to roll under the door. From here run along the wall and walk around, keeping to the left, to get to where Farah is. From here head down the ramp and jump to the next platform.

Avoid the spikes, then run along the wall to the next ramp, at which point you will need to jump to grab the lever at the top. Afterward Farah will trigger the next lever, and you will need to run down the ramp you are on, along the wall, to get to the next platform where you can trigger the lever there.

Farah will once again move from her position to trigger the next lever, and will pull you lever. She will then pull hers again, and you will need to pull yet another lever. Afterward run down to meet up with Farah and you will see several enemies below.

Wait to jump down until Farah disables at least one of the enemies, at which point that will be an easy kill for you. Kill all of the others, healing at the fountains if you need, then retrieve the sand cloud on the far right side of the room from where Farah is. Afterward you will find two crates, one on either side of the room. Push and pull them (one from atop some boxes) so that each of them is on one of the lit floor tiles. Then jump back up to where Farah is to save your game. Important note, you will not be able to heal again for quite some time, so take extra care from this point until your next encounter with a pool.



With boxes on both lit tiles you will be able to activate the trigger up above to open the door.

The Warehouse - 24%

Hop onto the raised platform here, then run against the wall to trigger the next lit tile. Afterward hop down and go through the door. Continue down the hall, running along the wall where you have to, and you will find yourself outside, at the Sultan's zoo.

Walk down the stairs and forward to be confronted by four sand zombies. Take them out with Farah's help, then walk to the side of the stairs to retrieve the sand cloud. Afterward walk to the end of the courtyard to save your game.

The Sultan's Zoo - 28%

Climb up on top of the landing near the save area, then climb the tree and jump onto the next landing. From here fall down to the landing on the other side, and run and jump to grab the tree branch which looks suspiciously like a pole. Jump from the pole to the top of the gate, then drop down and activate the trigger to open the door and let Farah in.

Several birds will now come at you. Kill them, by letting Farah hit as many as possible, then walk inside the small room here and move the box out of the way so that Farah can sneak through a crack in the floor. Afterward she will open the door to the giant birdcage. Once inside jump and grab the pole immediately near the opening. Jump from the pole to the wall to the pole above you, then swing to the middle pole, and from that to the landing there. Run along the wall from that landing to the one of the other side of the cage, then jump to grab the pole there.



Your first encounter with the birds; make sure you know how to deal with them or you will die. Swing from pole to pole to pole, until you swing and land on the next landing up. From here climb up the ladder onto the third level of the birdcage, then run to the next platform. From here run along the wall clockwise again to grab onto the highest pole, at which point you will need to swing from it to the last platform, and the exit.



Swing from pole to pole to the teetering heights of the top of the cage. Next do a running jump to land on the ledge outside the birdcage, then un up against the cliff face there to jump off of it and grab another tree branch. Swing from the tree branch to the top of the birdcage and rotate the crank up here counterclockwise. Take a running jump to the next save point.



It is a fun jungle gym in there, but it feels good to be outside the cage.

Atop a Bird Cage - 28%

Drop onto the small platform below you, then onto the one below it. From here, cling to the lower edge of this platform and drop onto the pole below you. Turn around and swing to the next pole, then swing to the platform in front of you. Run at the wall at the far side and jump off of it to grab the lever that will activate a lever, allowing Farah to cavalierly run past you.



Don't forget to let Farah up.

Walk through the opening on the ledge here and run down the pathway to kill the scarabs below. Afterward climb onto the platform here, then run along the wall until you reach the lit tile, at which point you will need to jump to activate the next switch.

Drop from the switch and walk into the cage. Inside there is a sand cloud for you to retrieve, as well as a block to move out of the way so that Farah can find a crack to climb under. After she activates the pressure plate where she is, run down the ramp in the cavern and through the next door. Slash the barrels out of the way and pull open another timer switch.



Ooh, both a crack and a sand cloud, something for everyone.

After pulling the switch head down and avoid the three blades that come out of the floor, then jump across the pit with spikes. Lastly run along the left wall, avoiding the blades that spin along that path, and roll under the door to rejoin Farah. Jump across the hole in the bridge and save your game to continue.

Cliffs and Waterfalls - 33%

Rejoin Farah then run along the wall to the left to the next platform. From here climb the tree, jump to the next tree, then climb higher and jump to the platform across from your position. Kill the birds that will attack you from here, then head to the right side of the platform and run along the wall to grab a small ledge.



It is a nasty course with birds all along the way.

Head to the right side of the ledge, then leap across to grab the tree there. Climb down the tree, then retrieve the sand cloud on this platform. Afterward run along the cliff face to the next platform, then climb the tree there and jump to the next tree. From here climb the tree and jump to the platform with a pool. Heal real fast if you need to, then take on the numerous birds as they attempt to fly in and kill you. Afterward hang from this platform, then climb to the right and fall onto the next one.

Jump from bridge section to bridge section until you come to a crank. Turn it clockwise, then run along the left wall to the mossy spot, at which point you will need to jump to catch the palm tree. Jump from this tree to the next one, then jump from it to the next landing. Walk to the other side of the landing, then run along the wall, to get to the door you just opened by turning the crank. Save your game at the save spot if you're smart.

Continue in toward Farah and dispatch the three scarabs inside. Continue down the hall to kill more scarabs, and make sure that you are at full health from the small washing basin there. Further down the corridor you will come to an opening in the wall. Allow Farah to shoot the sand zombies on the other side, then jump in to take them out. There will be quite a few. After the battle head up the stairs, heal yourself at the pool, and save your game.

The Baths - 33%

While you will see a sand cloud above you, you will not be able to get to it yet. Instead climb the stairs and pull the pot away from the crack in the wall to let Farah slip through it, then move the pot and stand on the lit tile to keep the trigger down. Stand on the trigger above in order to open the door. This must be done quite fast in order to get

through the next door, so move with haste. Run through the door and avoid the swinging spiked log, then drop down, twice, to reach the floor below you. Run up, and jump away from the wall at the bottom in order to grab the pole, then swing to the next pole and, finally, to the ground.



Be careful around the swinging log or you will most certainly die.

From here jump from wall to wall until you are able to go through the door on the other end. You will now find yourself in another relatively large battle, so be ready. Heal in the water as needed, then heal when the battle is over and save your game.

"There's Something Glowing Up There." - 33%

First trigger the switch on the left of the fountain by pushing the statue into it. At this point Farah should be standing on the trigger in the middle of the area on the other side of the sand cloud. If she is not, and if she was not helping you, then look up to the right of where you came in and you should see her stuck there. This is a bug and can be very annoying; jump up there and hit her with your sword a few times, then hop down and let her shoot you with an arrow. Turnabout is fair play, I guess. Afterward she should jump down and you can continue.

Run up the wall next to where the statue is holding the button down in order to press the button next to it, then run through the now-open door in this giant room. Grab the sand cloud here, then turn the crank clockwise in order to get rid of the water in the other room.

At this point you will need to pull two levers that hang from the ceiling; one is at each side of the room. In order to do this, run up the walls to either of the ledges at the far end of the room from the fountain, then jump from bar to column, etc, until you get to the lever to pull. Both must be pulled on.



The switch on the left isn't too hard to reach, but for that matter the switch on the right isn't, either. Afterward knock the block into the hole that you just created, and head out through the door, past the swinging death, across the spike pit, and up the other side to the room with the last save point you were at. From here grab the block that you pushed through and push it down to the level below. From here move it under the ladder, then jump up and climb the ladder and retrieve the sand cloud.

Jump up through the hole in the ceiling, then drop down below. Walk through the other hole between the rooms, then shimmy to the left and jump to the pole opposite the ledge. Climb up the pole and jump to the left, to the other ledge, at which point you will need to jump up to the ledge above you. Shimmy to the right, drop down to the lower ledge on the other side, shimmy further to the right, then jump back up to the upper ledge and shimmy until you can jump to the bar.

Swing to the next platform, then run along the wall to the other, then the one after it. Walk through the opening, then run against the wall and jump to get to the beam. Move from beam to beam all the way to the end, at which point you will reach a ledge. Shimmy to the left along the ledge and you will be in the upper area.

Trigger the switch in front of you, then run past the two floor blades in the hall and through the door on the other side. Kill the enemies that you encounter, then save your game.

Above the Baths - 33%

Walk up the stairs, then pull the bookcase so it is under the bar. Jump onto the bookcase, then onto the bar to hang from it. Swing from the bar to the columns, then jump from column to column, around, and to the bar on the far side. Finally swing from the bar onto the landing here and retrieve the sand cloud, then, at the far end of this landing, run along the wall to reach the area where the sword is being kept and retrieve the sword.



Right next to this sand cloud you will be able to retrieve your next sword.

With the sword in tow, run back along the wall to the previous landing, then slash open the door there with several hits. After the door breaks down run down the first set of steps, and at the landing bust open the crumbling wall to go to the magic fountain again. Finally, continue down the hall and slash open the door at the end of it.

Run to the other end of the room here, then slash open the crumbling wall at the far side of the room to open up a new passageway. Run down the stairs, then at the landing, pull the stone out of the way at the other side of it so that Farah can slip through a crack. Afterward pull the block all the way into the small marked-off area, then run up the wall and jump, from atop the block, to the pole.



This pole can be somewhat difficult to get to, so use care when making the attempt.

Swing to the next pole, then onto the landing. Afterward turn to face away from the torch, and on the lower part of the landing, jump to the next landing. From here, shimmy along the side of the rock that is opposite the torch, and drop down to the lower ledge. Next jump against the other wall, and continue jumping from wall to wall until you are hanging from the ledge on the opposite wall. Jump onto the ledge, move to the far right side, then jump onto the next ledge.

Move around the corner and jump up to the next ledge, then jump to where the sand cloud is. Drop down on the side of this ledge that is away from the torch, then shimmy to the other side and jump to the ledge below you on the opposite wall. From here simply move to the far side, jump onto the small ledge, then move to the right and jump up to the large door to meet up with Farah.

Turn the crank in this room clockwise once, then go through the next door and kill the scarabs. Next move the large stone away from the crack in the wall to let Farah head through it to trigger a switch, then when she does, prepare for some jumping action.

Run along the wall and jump to the platform opposite it, and do this until you are at the far side of the large pit. Afterward climb the ladder after Farah to the top. Kill the enemies that will face you up here, then after they are dead, save your game.



Daybreak - 43%

Slash through the crumbled stone in the archway here, then drink at the fountain on the other side to restore your health. Run the rest of the way down the hall, then destroy the barrels at the end to trigger the door. Walk through the door and fight for your life in the Soldiers' Mess Hall. When the battle is over drink from the fountain below, then save your game at the save point.

A Soldiers' Mess Hall - 46%

Walk down below to the debris and climb to the second-highest point. From there run along the wall to the right and grab the pole that sticks out from the wall. Swing to the next pole, then to the small ledge. From that ledge jump to the next pole, then climb to the top ledge and retrieve the sand cloud. With the sand cloud in tow now, jump to the next pole, then to the landing on the other side. Run along the wall to the next landing, then stand on the switch to trigger the door.

Head through the door to the outside then turn left. Make a running jump at the edge to catch the pole that is sticking out from the wall, then swing to the next pole, swing and jump off the wall to catch the pole above, and swing onto the platform. Run up the next wall and you will see quite a few sword poles. Climb up and navigate them appropriately, then you will come to two sword poles and some spike tiles where you will be unable to walk past them. Time it right and run along the wall to get past this.

Run up the next wall in front of you and grab the bar to open the door, then walk inside and down the ramp. At the bottom of the ramp jump to grab the next lever so that Farah can get up, then run up the ramp and to the second door. Farah will scurry under it, so grab the sand cloud inside, then run up the wall and jump to grab the lever that activates the drawbridge.



After Farah lets you into this room make sure to trigger the switch to continue. When you are leaving you will see a catwalk below, drop onto it, then to the ground, and continue around to where you first came outside. From here turn right to try to cross the drawbridge. As you approach, however, several sand zombies will attack you. Fight them off, then drink from the fountain and save your game.

The Drawbridge - 46%

Cross the drawbridge, then enter the next tower and pull the crank counter-clockwise. Once you are in the room run up the rubble, then run up the stairs to the first landing. At the first landing run back along the wall to grab the first lower pole, then swing back to the pole that was closer to the landing, then in the other direction to the higher pole. Swing from pole to pole until you reach the next landing.



It may look like you go all the way up the stairs, but you don't.

Pull the lever that is hanging from the ceiling here, then drop and pull it again. Farah will jump and pull hers, then jump and pull yours again. Afterward she will jump up and pull another one. Next, jump onto the rubble. Jump again to catch the ledge above you, then carefully jump to the next ledge to avoid the saw blade.

Move to the left side of the ledge, then jump backward onto the bridge. From here jump back, to grab hold of the opening in the wall, then drop outside. Slash the barrels apart, then run along the wall to the pole that sticks out from the wall. Swing from the pole to the next landing, then walk inside, and run against the wall to jump and pull the next lever.

Walk onto the bridge and Farah will pull her lever. Afterward take a running jump to the ledge at the end of the bridge, and climb up to the upper bridge. Use the first-person view from here to line yourself up with the ladder across from you, then jump to it. Climb up to the top, then walk to the far side and jump out to grab the last lever. Swing back from it to the landing.



Make sure you are lined up good and well, otherwise you might miss. Farah will slip through a crack near the gate, then the gate will open. Farah will run across the bridge, so follow her and kill the birds that come at you. After they are dead walk to the save point, the bridge will crumble, heal yourself at the fountain to the right, and save your game.

A Broken Bridge - 50%

Drop down the front of the bridge so that you are hanging from the now-broken area, then drop onto the bar below. Move to the right, then leap onto the tall column, then over to the short one. From here jump over to the ledge on the wall, then shimmy all the way to the left.



After the bridge breaks away, you will need to drop down in order to continue, despite the fact that the crack in the door looks big enough for you.

Begin jumping from wall to wall like you normally would to climb up between two walls, only, because they are so far apart, you will move further down each time, until you are on the ground. The moment that you land the ground will crumble away underneath you, so run up the wall at the other end of the landing and jump to grab the pole. Use the pole to jump onto the next ledge, then drop down the far side of it.

Walk along the short landing, then jump up to hang from the next ledge. While hanging jump to the column on the far side, and retrieve the sand cloud. Next climb up the next cloud, then jump across to the next ledge. Move all the way to the left side of the ledge, and drop down onto the ledge below you.

Drop down, and while hanging, move to the left of the ledge, then jump up and walk along the beam to the next little landing, then walk through the doorway. Inside you will see several birds, which you will need to kill, but ignore them for now. Instead run along the wall and jump to catch the pole on the right, then swing from pole to pole to the far landing in order to save your game.

"I'll Meet You at the Baths." - 52%

Drop to the ledge below you, then walk along the top of the ruined wall. Jump to the ruined wall straight in front of you, then over the door and continue along the wall to the right. When you are standing on the ruined remains of a large metal door, jump to your right, to the short brick area in the middle, and kill the birds that come at you. There will be more than just the two that you see.



This part gets tricky, so continue with caution.

Jump from this ledge to the metal gate on the other ledge in the middle, then walk to the end of the pole that sticks out and jump to the pole that connects to the upper area with a switch hanging from the ceiling. Afterward walk in and pull the switch.

With the switch pulled two things will happen. The first is that a ladder will appear, the second is that a door will open. Slide down the ladder and run into the newly-opened door and pull the switch there. Kill the scarabs that appear, then go to where the ladder dropped down and, through a crack in the wall opposite it, retrieve the sand cloud there. Afterward head through the door that the scarabs came out of.

A timer switch is in the room where the scarabs were. Upon pulling it, the main gate will open. Don't bother going under it, there is already a hole to let you do that. Instead, as soon as you pull it, return to the ledge that was just under the save point as quickly as you can by climbing the ladder, and jumping across the tops of the walls. When you return, simply run along the closing gap to retrieve the sand cloud on the other side.

Walk inside the little room here and jump up to activate a switch that will reveal a ladder, then walk out the other door and run along the wall to enter another room where you can push a stone to open the door; afterward drop down the ladder and walk through the door.

Head down the cavern in front of you and slash open the stone in front of it. Afterward walk across the beam in the center, then drop down to the ledge below. Continue along the ledge to the right, then when some of it crumbles away, drop to the ledge below it. As you head to the left this ledge will also crumble away, so when it does, drop to the ledge below it and then jump backwards to the stone in the middle with the sand cloud, and retrieve the sand cloud.

Next climb up the ledge on the other side of the pool, and walk across the beam that goes over the waterfall. Drop down the other side of the platform you are on to the ledge below, then move to the right and drop down to the ledge below that one. Move to the left, then drop to the platform below you with the pool on it.

Make a running jump to the next platform in the middle of the waterfall, then walk across the beam to another platform. Kill the bats that attack you, then run along the wall to the left, in order to drop down to a platform there. Drop down on the far side to a small ledge, kill the bats that attack you here, then move to the right side of the ledge.



So very many of these jumps in this section may look quite perilous, but they are nothing compared to what is to come.

Jump to the platform in the middle of the waterfall, then to the platform on the other side of the waterfall and walk across the beam there. From here simply run along the wall to the platform with a save point, at which point you will be able to save your game.

Waterfall - 55%

You will begin this one on the platform below the save point. Walk across the beam there, then hack open the stone on the other side. Walk through the tunnel, then run along the walls from platform to platform as they crumble away, rushing to the ledge at the far side.

Hack open the next crumbling wall, then run from platform to platform on the other side as they crumble away, all the way to the ledge on the far side. Move to the right along the ledge then, when part of it falls away, jump to the ledge above it.

From here jump out to the stalactite hanging from the ceiling, then—and you will need to do all of this quickly, as not only are the ledges crumbling here, but the stalactites are as well—jump to the ledge across from the stalactite. Continue to run along the wall to the next ledge, then run along the wall and jump out to the next stalactite, then to the stalactite after that and finally to a ledge.



Move quickly any time you jump to a stalactite; they don't stay for long once you are on them. Move to the far right side of the ledge, then jump out to the stalactite and jump from stalactite to stalactite all the way to a ledge with a save point. Save your game.

A Cavern of Ladders - 57%

Hang from the ledge near the save point and move to the right side, then jump from stalactite to stalactite until you reach a sand cloud on a platform. Retrieve the sand cloud, then walk across the bridge, then run along the wall to the next platform. Attack the bats that come at you then run to the ladder. From here move, however you choose, to the platform with the ladder that goes down to the water. As there are several different ways and all are easy to spot, this is relatively easy. From here refill your health then walk through the cavern opening and slash it open.

Walk through the tunnel, then turn to the left and climb on top of the rubble. From the top of the rubble climb into the alcove, then jump to catch the rope. Use the rope to swing to the save point to save your game.

An Underground Reservoir - 60%

From the save point climb the wall on the right side, and go up to the second ledge. Move to the right until you can drop to the lower edge, then move out onto the pole, and jump to the pole at the far end. Of the three closest pillars, move to the broken one along the lower ledge until you get to the broken one at the opposite corner.

Climb to the top of the broken pillar, then walk out along the ledge until you can jump to grab hold of the rope in the middle. Swing from the rope to the ledge at the opposite side, then move to the left along the ledge. Climb on top of the ledge, then move to the left until you can grab another rope.

The screen will shift so that you can see yourself dangling from the rope, with the beam you jumped from at the left, and another rope to the right. Climb all the way to the bottom of the rope, then swing to the right, to the next rope and jump when the rope is swinging as much as it can. Swing from the second rope to the opening in the wall.

Move past the traps to the other side of the pit and retrieve the sand cloud there. Finally jump back up and go through the next opening. In here you will need to pull the lever to open up the trap door, then kill the bats that come out. When they are dealt with jump to the trap door and hang from the opening to see the blades inside.



If you mess up here and accidentally drop you will most likely die before you hit the ground.

Drop from stage to stage in such a way that the blades do not slice you to ribbons, then push the block out at the bottom. Kill the bats that attack, then move the crate under the sand cloud and jump up to retrieve it. Afterward jump up the ledge to the right, then up to the second level. Move along the ledge to the right, then when above the alcove where you pushed the block out, jump to the other side and walk out along the long ledge.

From here jump to the rope across from the ledge, then climb down and swing to jump to the next rope. Jump from rope to rope like this, each time climbing to the bottom, until you are at the rope with the giant hole in the ceiling. Before climbing to the top swing into the alcove here and retrieve the sand cloud, then return to the rope and climb all the way up.



Almost out, you just need to jump across and do some rope work to be done.

At the top of the well you will be greeted by several enemies. Go through the trouble of killing them all, then retrieve the sand cloud, walk inside the room to drink some water if you are hurt, and save your game.

Out of the Well - 62%

Walk back through the room with the pool of water, then through the next hall to run and grab the rope. While swinging from the rope you will need to let go to fling and hit the white button, rebound off of it and grab the rope again. Immediately afterward switch your direction and swing to hit the yellow button; rebound off of it, and flip toward the next opening that is now available on the first swing toward it after re-catching the rope. Afterward walk through the door quickly—the yellow button will not stay depressed long.

Retrieve the sand cloud once you are outside, then walk forward and pull the yellow timer switch. Next run across the white trigger then, while avoiding the swinging spiked log, jump to the platform that shoots from the wall and, from it, run along the wall to the right while avoiding the saw, then jump at the last minute to the left side of the next landing to avoid the spike tiles.

Run up the stairs and avoid the blades that come from the floor, then roll under the next door. Inside this room you will face a fairly large battle, so take out all of the enemy forces, then drink from the pool in the middle to heal yourself. Afterward save your game.

The Sultan's Harem - 65%

While facing the save point head to the left and walk through the curtains. Slash through the two crumbling walls, then walk through the curtains to the left and retrieve the sand cloud. Afterward run up the wall and jump to catch the switch here, then return to where you come out to face the save point, and turn left, through the curtains here.



Both of these curtains contain hidden passages.

Run along the wall in this area to reach the next landing, then retrieve the sand cloud and slash away the crumbling section of wall at the far end of the landing. In the next room slash out the crumbling wall there, then run forward to Farah's aid and kill the massive hordes that are attacking her. Afterward you will automatically save your game.

"What Did You Call Me?" - 65%

Drink from the water if you need to, then move the statue out of the way so that Farah can find a crack. She will trigger the door, at which point you will need to walk outside and turn the crank. Walk through the door that the crank opens and down the hall to face the enemies in the room at the end. Kill the many enemies that will attack you here, then drink from the fountain and save your game.

The Hall of Learning - 69%

Return to where you entered this room, and just outside will be a mirror, Turn it so that it directs the beam of light into the room. Afterward return and slash open the opening on the left to reveal another mirror, then continue along the beam of light to a mirror at the far end of the room.

Pull this mirror onto the burn spot, then go to the next mirror to the right and move it so that it intercepts the light beam and bounces it back to the other end of the room. Pull the fourth mirror, as you follow the light trail, so that it is on the burn mark and intercepts the light, then follow the beam to the last mirror and move it onto the burn mark so it redirects the light into the pedestal in the middle of the room, which will trigger a cutscene.



This is what it should look like when you are done with the puzzle.

Jump as far as you can up the pillar, then move in such a way that you can jump to the archway. Jump onto it then move out onto the beam and jump to the ledge over the doorway against the wall. Run along the wall to the left, then move further to the left and jump to catch the pole there.

Swing to the next pole, then onto the landing. Run against the switch on the wall to trigger a bookcase, after which you want to rebound against the wall to climb on top of it. Afterward run along the wall to the left, if facing the wall, to the landing at the far edge. Run along the wall again and jump to catch the next ladder.

Climb the ladder and retrieve the sand cloud up there, then run against the wall where the spiked poles come out and jump to catch the beam above you. Climb on top of the beam then walk down it to jump and catch the next beam. Afterward drop down onto the next platform. From here first run along the wall between the sets of saw blades and

slash away the crumbling wall to reach another one of those special fountains, then run back and walk out onto the next beam.



Fortunately the spiked poles aren't too hard to avoid.

The beam will break, and after it does, jump the rest of the way. Turn the mirror so that the beam moves and points to the wall that is clockwise, above where Farah is standing. From here walk out along the beam that has a cross beam, and after the right side breaks away, turn to the left, then jump to the small platform there. Next jump up to the bar above you, then jump off the wall to get to the bar above you, at which point you can swing out to grab the next beam.



From this point you simply have to shift a few mirrors and you will be back with Farah, and have a new sword. Walk out along the beams to jump down onto the platform above Farah, then move both of the mirrors so that they are on the slight burn spots, bouncing the light beam back into the large crystal at the other end of the room, near where the fountain path was. This will trigger yet another cutscene.

Face in the direction of the crystal, along the light beam, and run along the wall to your left in order to reach the ledge there. Drop down to the second ledge below you, then move around the pillar to the other side and jump to the next pillar. Run along the wall from here to drop down to where the light beam is hitting a mirror, then turn that mirror clockwise in order to trigger several platforms.

Jump from platform to platform to rejoin Farah, then drop down on the far edge to retrieve a sand cloud, afterward jump back up to rejoin Farah. From here return to the last platform that you are on, then jump out to catch the rope. Swing to the next rope, then swing all the way across to the ledges on the wall. Move to the left, then climb to the top ledge, then move to the right until the top ledge crumbles, at which point you will need to drop to the middle ledge.

Finally move all the way to the right, climb back up to the third ledge, then jump out to catch the ladder and climb up. At the top slash open the wall next to you, then the one after it, and finally the one after it. When all three have been opened up return to the middle room and jump up to activate the switch there. Return to where the ladder was then walk out across the newly-revealed walkway.

Move the first mirror that you come across out of the way to the left, against the wall, then pull the next mirror to where the other one was, so that it directs the light back toward where the ladder is. Finally go into the first room

area where you busted the wall open and pull the mirror in there out so that it intersects the light beam and directs it toward the crystal.

Walk into the room with the crystal, then jump up the ledge there and drop down the other side onto the last platform, at which point you can drop onto the broken pillar, then down to the ground. Walk in to claim your new sword.

Pull the timer switch there, then run out and roll under the closing door at the far side of the room to leave the Hall of Learning. Run down the hallway here and kill the guys in the room at the end, then save your game.

Observatory - 71%

With your game saved run onto, and all of the way up, the stairs so that Farah can trigger a switch that will raise the platform. Afterward jump from the stairs to the platform with the sand cloud on it and retrieve the sand cloud, then run along the wall on the other side of the platform to catch hold of the pole sticking out from the wall.

Swing to the next pole, then turn around and swing to the lower pole that contains a cistern of fire at the end. Turn back around and swing to the next pole up, then swing to the platform. From here you will need to turn the crank with the globe on it counter-clockwise once, in order to move the bar on it into alignment with the others. Afterward jump onto the bar that is over this platform.



There we go, all lined up and ready for acrobatics.



From here swing to the next bar, then the one after it, at which point you will need to swing onto the column. Move to the other end of the column and jump out onto the bar there, swing to the next bar, then swing to the platform at the far end. Turn this crank counter-clockwise as well, then jump back to the low-hanging bar and swing to the next bar, then the bar afterward, and then to the column.

Turn to the right on the column, then swing out to the closer bar, then to the bar after it, and finally to the hanging switch. In front of you should be a lit tile; swing and hit it, then run along the wall to the left all the way back to the first crank that you used. Jump back onto the low-hanging pole and, from it, swing to the next pole, then the pole after it, and finally to the column.

From here move one turn to the right, then jump out to the next pole, swing to the one after it, and finally swing to the last switch. Afterward drop down and jump to grab the column that goes through the hole in the floor. Drop down onto the first elevator, jump across to the next column, then drop onto the next elevator, then jump back to the previous column and drop to the floor. Run to rejoin Farah.

Walk through the door and Farah will find a small crack to fit through. Walk forward and she will go through it, then turn to the left and refill your life at the fountain. Afterward turn around and go to the intersection of the hallways here. Walk forward while avoiding the swords that come out of the wall, rolling under them when you need to, until you are not in danger from them anymore.

Time your run right to where the beam just swings over your head, then run and jump forward to catch the far ledge. Afterward run along the wall to the left, then stop and, timing your interaction with the wall swords right, walk onto the lit floor tile and through the next door.

After you are through the door, pull the timer crank and get moving. Run forward and roll under the next gate then walk forward, out of the hallway, and you will encounter several sand zombies. When you are done killing the ones that come at you, heal yourself at the pool of water and save your game.

Hall of Learning Courtyard - 75%

Climb the ladder in the courtyard, then jump across to the section of ruined wall. From there jump to the next section and kill the birds that attack you. If you get injured, then drop down to the water below, drink, and return. Continue along this section of the ruined wall, then jump to the next, and from it to the hanging rope. Swing from the rope onto the beam, then jump from the beam to the pole that is sticking out of the wall.



You aren't among friends here.

Swing from the pole onto the small landing here, then run along the wall to another beam. Jump from the beam to the pole above you that is sticking out of the wall, then swing from the pole onto the landing where the birds are. If you move fast you can kill them before they can even take off, in which case you won't have to worry about fighting with them.

Run along the wall to the next beam that is sticking out of it, then jump from it to the rope that is there. Turn to the right and swing to catch the next rope, then swing from that rope onto the small landing. Run along the wall to the right, then from the next landing you are on, drop down and go into the small room here. Turn the crank inside and Farah will escape.

Drop down to where you are hanging from the balcony and move to the other side, past the gap with the spikes. Afterward head inside and run along the wall to the staircase. Avoid the blades that come from the floor and kill the scarabs below. Don't worry if you get hurt; you can always run outside if you need to heal.



While hanging from this balcony move to the right to avoid the spiked pit. Retrieve the sand cloud down below, then run out and heal if you need, and save your game. Afterward run back in to rejoin Farah and, on the inside, kill the scarabs that are up the stairs. When the first batch is dead run along the wall across the gap and kill the next few, then run along the next wall to avoid the next gap and head up the stairs.

At the top of the stairs head outside, and jump across the gap. Kill the enemies there, then save your game. Fortunately this is not one of your more difficult or prolonged battles.

On the Ramparts - 75%

Walk across the rest of the ruined bridge, then at the other side, let Farah slip through the crack under the door. Afterward walk down into the ruined section of the bridge here and jump off to the right. There is a sand cloud that you can retrieve here, so grab it, then walk past where you came down, past the pool of water, and around the corner to the sand cloud at the far end. Afterward return to where the sealed door is then hang off the railing and leap out to the pole that is sticking out of the wall.



Jump from the ramparts to the pole that is sticking out of the wall here to continue.

Swing from the pole to the beam, then stand up on the beam and walk around to the other side of the corner, and onto the next beam. Jump from it to the ramparts and, after talking to Farah, continue down to the far end of the ramparts. You will try to run across them, but unfortunately they will crumble out from beneath you, depositing you into the prison.

Drop down the ladder, then run along the wall to trigger the lit tile, then drop down onto a newly-revealed platform. This won't last too long, so run along the wall to the next lit tile and platform, then along the wall to the next lit tile and platform, and finally along the wall to the next lit tile, which will trigger a platform to rise and catch you, and bring you down one level.

Continue to run along the wall to the next lit tile, which will cause yet another platform to be revealed, and continue this until you come down another small elevator, just like before. This time, on the next level down, you will need to run along the wall to a lit tile, then jump when you hit it to the platform that pops out. Continue in this manner until you have gone around three times, then run along the wall and jump to a pole that is sticking out of the wall.

Swing from the pole to the ladder that is across from it, then descend. Run along the wall to trigger another lit tile, then jump to catch a pole, swing from the pole to the platform that appeared, then run along the wall to another lit tile and repeat until you are at the other end of the room dangling from a pole facing the ladder. Swing to the ladder and descend for a big battle.



You will end up facing quite a few sand zombies here, and they will keep coming, so make good use of your dagger and the healing fountain.

The enemies here will come at you in waves, and there is a fountain of sorts at the other side of this arena. As a result you can often hit the last enemy with your dagger, drink your fill of the fountain, then resume combat at your will. When the battle is done retrieve the sand cloud and save your game.

A Prisoner Seeking Escape - 79%

Walk away from the save point and drag the small cage that is near you, with the remains of some poor prisoner, over by the fountain. Here you will need to slash the barrels out of the way, then move the cage onto the lit tile here to keep the door open. Run through the door afterward and, from here, you will need to avoid the swords that come out of the wall while running up the wall to trigger the lit tile here, and finally go through the door into the next room.

Retrieve the sand cloud in here, then pull both of the switches to make the walls in the crevice come closer together. Hurry and jump from wall to wall to raise to the top of the crevice before the walls can move too far apart, then at the top, run up the wall and jump to the beam that is at the top. From the beam you will need to walk all the way out and jump the gap to the beam at the other end of the room.

At the end of the next beam jump to either of the white tiles, then back to the beam, and then to the other white tile, and back to the beam, in order to make the walls of the crevice where this beam is move closer together. Afterward

walk closer to the wall, then jump between the walls of the crevice to ascend this section of the dungeon. This must also be done quickly, as these lit tiles will not stay depressed for long.



Triggering both of these lit tiles can be quite a challenge, so use care when attempting.

When you reach the top of this crevice, run up the wall and jump to grab the pole above you, then swing out against the wall and jump off of it to grab the next pole, and repeat to jump on top of the beam above that pole. Walk to the end of the beam now and jump out in order to grasp the long pole that goes across the dungeon, then swing from this pole out to where the sand cloud is and retrieve it.



At this point it is getting pretty hard to see the floor; fortunately there isn't too far to go. You should now see a series of spikes coming from the wall; relatively harmless ones, and lit tiles. Run up the wall to trigger a lit tile, then jump back to land on the landing that emerges. Repeat this in quick succession until you reach the top and can jump to grab hold of another beam. Climb on top of the beam, then nudge out to the end of it and jump to grab the ladder. Climb to the top of the ladder, then jump to grab the pole that is there, then swing from that pole to the next ladder on the other side.

Climb this ladder and jump to the next pole, then swing from it to reach the last ladder. Climb to the top to meet up with Farah, who is engaged in combat. Kill the sand zombies here, then when the battle is over, drink from the fountain at the top of the stairs and save your game.

"At Last We're Here!" - 81%

This part is a bit tricky. After the vision, and your reaction to Farah, climb all the way up the stairs and retrieve the sand cloud up here, then go down to the fountain, then turn around and trigger the lit tile. After the cutscene run down the stairs to the right and climb on the pillar, then run along the wall to the platform with another lit tile. Once there run up the wall to the lit tile, then drop off the platform and run to the other side of the courtyard and climb up the platform there. Lastly, run along the wall to the next platform and push the crate off.



After the crate is in place it is possible to run up the wall above it. Push the crate under the lit tile that is red, then climb on top and run up the wall to trigger the door. Run through the door, retrieve the sand cloud, then begin across the bridge here. Kill the birds that come at you, and if you need to, return to the fountain to heal, then walk through the opening at the far end of the bridge and retrieve the sand cloud. Continue down the hall, then slash open the ruined wall at the end and visit the magic fountain. Afterward continue out into the tower proper. When both of you reach the far end of it, the tower will begin to rise and you will have the most nasty battle yet. Not only is it an extremely close-quarters battle, but Farah is right in the thick of it so you will have to watch her health carefully. When the battle is over drink from the fountain to replenish your health.



Be careful once you get to this platform, as the battle will be quite long and nasty. When the platform stops run up the wall where the lit tile is and grab the lever to open the gate. Follow Farah and you will find yourselves on another small elevator. Ride this to the top and save your game.



Pull, and the door shall be opened.

The Hourglass - 83%

Walk around the tower to the top level, then walk out onto the ledge and run along the wall to the right to the top of the next pillar. Run along the wall to the top of the next pillar, then the pillar after that. Finally, run along the wall and jump when you are over the stained glass window to catch the bar. Swing from the bar to the top of the hour glass, at which point a cutscene will ensue.

When the cutscene is over run down the incredibly long staircase and through the opening at the end of it. Inside this room begin moving to the right side of the screen, stopping near each door. Listen, and if you hear a water sound, walk inside that doorway. Keep this up for some time and eventually you will get to the second floor. After several more moves to the right, each time entering the door with the water sound, you will eventually find Farah.

Unfortunately, however, you will also wake up from the cutscene that you have with Farah without any weapons. sand zombies will also begin appearing around you, so run past them and down the hall as quickly as you can. Follow the beam of light into the next room where there is a new sword, guarded by a red beam of light that will hurt you. On the opposite side of the room from where you came in, on the pedestal with the sword, is a symbol that will turn off the red light if you can bounce the white light into it.

The burn marks on the floor represent where the mirrors need to be moved. The first mirror just needs to be nudged a bit, but the mirror to the left of it needs to be moved to the right of it to bounce the beam of light into one of the mirrors in the columns on the other side of the room. From there simply make the last two mirrors switch positions,

as with the first, and move them onto the burn marks to complete the puzzle. When the red light goes away grab the sword, the best sword available.



This is what the mirrors should look like when the puzzle is completed, when looking from the right side of the room.

With the new sword in hand return to the room where you started and save your game, after slaughtering the sand zombies. Surprisingly enough, you don't even need your dagger this time.

The Tomb - 90%

Walk back to the room with the mirrors and slash open the crumbling door there. Walk through the door onto the balcony to see Farah running away. Run along the wall to catch the first pole, then swing to the next and swing again from that pole to rebound off the wall to the pole above you. Swing out to the next pole, then switch directions to swing to the pole after that, and finally onto the balcony for a fight. Be careful, no control of time at this point. Save your game after the fight.

"Farah, Come Back!" - 90%

Jump to the ledge above you, then jump to hang from the ledge above that. Move all the way over to the left, then jump up to the next ledge and move to the right, then jump up to the fountain. Next return to the save point, and while facing the wall, move to the right and fall off that side to the ledge below. Continue to the left, then drop down

to the next ledge under the window, move to the left, then climb back up to the ledge above you. Move further to the left, then drop onto the next lower ledge, move to the left side of it, then drop off onto the beam.

Walk along the beam, then jump onto the bar and swing from the bar through the trap door. Once through the trap door hack open the wooden door and run through the opening to visit the magic fountain, then run up the wall and grab the switch here. Swing from the switch to the bar above, then up through the trap door. Afterward return to the fountain above.

Climb up the pillar on the right, then, at the top, jump to the next pillar, then out across to the little wooden beam. Jump from the beam to the bar, then swing from the bar to the beam at the far side. Walk up the beam then jump to one of the nearby columns and drop to the platform below.

Move to the far side of the platform, then jump back and forth between the walls to climb higher, then climb up onto the small ledge and do the same to get to the next level up. Walk forward, across the bridge, which will crumble away, and fight the sand zombies. When they are dead heal at the fountain and save your game.



Be very careful here; it is a long way down.

Climbing the Tower of Dawn - 93%

Run up the wall opposite the fountain to jump off and grab the pole, then jump off that same wall and grab the beam. Jump from the beam to the next beam across the large gap, and walk toward the wall and to the left to position yourself to jump out to the column. Turn once to the left, then jump to the next column, then turn to jump against the wall, and rebound to catch the lip of the hole above you. Pull yourself up.

Face the wall and move to the left ledge of the platform. Move around on the thin little ledge, kill the bats, and continue to the left until you come to a crevice in the wall. Jump from wall to wall in the crevice to reach the ledge above, then move around that ledge to the right. Kill the bats that come at you, then move out onto the beam and jump from there to the next beam.



You will need to jump up a couple crevices like this.

Walk along the ledge and out onto the rusted metal beam. Drop from there to the bar below you and move along the bar to the other side, at which point you will need to jump against the wall and jump off the wall to grab the beam above you.

Move to the right and out onto the beam, then jump from that beam to the next one, and continue to the right into another crevice. Jump from wall to wall here as well until you are hanging from a ledge. Move to the right, then jump up to the next platform, and up to the platform above that. Head to the left, then jump to the ledge above you. From here jump across the gap to the ledge on the other side, then move left and jump to the next ledge up.

Further to the left you will need to drop down to the lower ledge, then move to the left and jump up a ledge, then continue to the left and jump up another ledge. Finally, continue to the left and jump out to grab a pole. Swing from pole to pole until you are able to swing out and grab the crumbled piece of wall and hang from it. Move all the way to the left along the outside of this part of the palace to a crevice, then jump from wall to wall all the way down.



It may not look like the way down at first, but it is the only real choice. Once at the bottom move through the doorway, and stand on the lit tile. The bridge that is out the next door will crumble away, so wait until it does, still on the tile, then run out and run along the wall to go in the next door. Once inside the tower climb up the ladder there to the top, then jump to the ladder on the other side. Kill the bats and climb up this ladder, then jump back to the other ladder. Finally climb up the ladder and jump to the next one to climb out. Once you are outside kill the enemies there, and drink from the fountain to heal yourself. Afterward jump over the rocks to the left to get to the save point.

The Setting Sun - 95%

Climb back up the rubble that you climbed over to reach the save point and climb the column on top of it. Jump out from the column to the bar that is sticking out of the wall, then swing and jump to the next bar and finally to the third, as rubble falls away. Shimmy to your left along the last bar, and continue as it turns to the left. When you get all the way over, swing from this bar into the hole that was formed in the area where you were swinging earlier.



While you don't need to be quick when jumping from pole to pole, just keep in mind that going back is not an option.

Move to the right side of the hole, then jump up to grab the ledge above you. From here jump out to the beam behind you and climb up on top of the beam. While facing the wall move to the left along the beam, and to the landing there. Then run along the wall to the next landing, and run along that wall to the next landing.

Walk out along the beam and onto the rubble that was once a large column. Position yourself in such a way that you can jump out to the wall there, and rebound off the walls to climb up the interior of the column. When you reach the top there is a fountain at the top of the other tower, which you can heal at, then run along the wall on the left side to the next platform.



This is another one of those spots where it doesn't look like the right way is the right way, but it is; just jump up through the tower.

Kill the bats that come at you, then walk out into the ruined gazebo and walk across the beam to the next one. Again, more bats will come at you, so kill them, then walk toward the main tower and run along the wall to the left. From this small platform run along the wall and jump out to reach the dangling column and climb up.

Make a suicide jump out onto the top of the gazebo here, then climb up the pole and jump out to the hanging bar. Swing from the bar up onto the ledge, then run along the wall and jump out to the ladder. Climb the ladder and jump onto the column, then jump from the column through the opening to come to Farah.



Ah, the suicide jump; it really doesn't look like a jump that you can make, but you can. After Farah drops, shall we say, kill the enemies that attack you. Often you will be able to let them hit each other, at which point you can refill your dagger, but otherwise your sword will kill them clean and you won't be able to fill your dagger. Afterward fill your health and save your game.

Honor and Glory - 98%

With your game saved the last cutscene will take place, in which you will plunge the dagger into the top of the hourglass and reverse all that has happened. Afterward you will rush off to Farah, who has no memory of what has happened, and you will proceed to tell her the story; it is her that you have been talking to all along. Shortly thereafter the Vizier will run in and you will need to kill him for the final battle.

The Vizier will proceed to make duplicates of himself. Kill them one by one as he makes them until he begins coughing, at which point you can attack him directly. After he has had enough hits another cutscene will occur, then you will be able to kill him directly. When he is dead the game will end. Too bad Farah doesn't remember a thing...