

BY JORDAN MECHNER



# PRINCE OF PERSIA®

Broderbund®



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## User's Guide For Atari 8-bit Computers



Original Apple game design, programming and graphics  
by Jordan Mechner

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Directed by Jordan Mechner

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Special thanks to Joyce Anderson, Robert Cook, Tomi Pierce, Eric Deeds Corey  
Kosak, Roland Gustafsson and the Brøderbund Quality Assurance Department

Atari Version

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Sound Effects: Miker, Emkay

Special thanks to Dmsc, XXL, Elmer, Makary, Kieran Connel, John Blythe,  
GameDev Dan, Einar Saukas, Phaeron, MrSid and the folks on AtariAge.com

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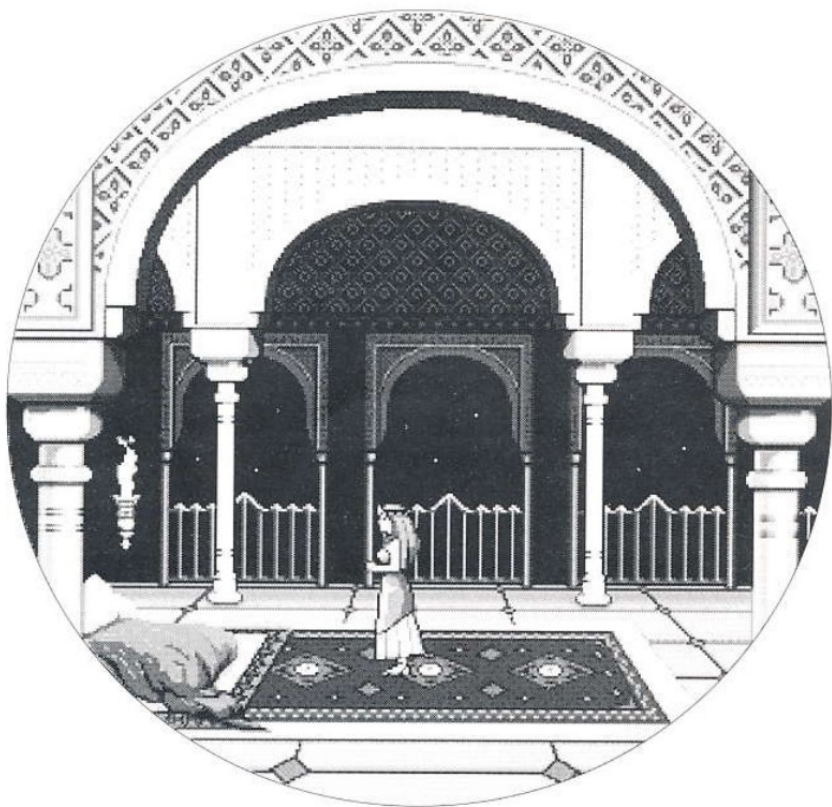
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# Table of Contents

Introduction .....	1
Getting Started .....	2
Special Menu .....	3
Controlling your Movements .....	4
Running, Jumping and Climbing .....	5
Sword Fighting .....	7
Hints .....	8
Life and Death .....	9
Adventuring .....	9
Death and Continuation .....	10
About the Author .....	11
About the Music .....	11





**I**T IS A TIME OF DARKNESS. WHILE THE SULTAN IS OFF FIGHTING A foreign war, his Grand Vizier Jaffar has seized the reins of power. Throughout the land, the people groan under the yoke of tyranny, and dream of better days.

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

On Jaffar's orders, you are arrested, stripped of your sword and possessions, and thrown into the Sultan's dungeons. As for the Princess, Jaffar gives her a choice, and an hour to decide: Marry him—or die.

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



# Getting Started

Before using Prince of Persia, be sure to make a backup disk. If you are uncertain how to make a backup copy, refer to your Atari manual for complete information.

## Atari

To play Prince of Persia you will need an Atari 130XE or any Atari 8-bit home computer with at least 128 kilobytes of memory.

### Disk:

Put the Prince of Persia disk in the drive, label side up. Turn on the disk drive and monitor, then turn on the computer without Basic cartridge (400/800) or with the OPTION key pressed (XL/XE); Make sure the joystick is in Control Port 1. Single Density disk users will be asked to insert the second disk during loading. Swap the disk and press RETURN or the joystick button.

### Cartridge:

Insert the Prince of Persia cartridge in the computer, then turn on the computer; connect a joystick, make sure it is in Control Port 1.

The title sequence will be followed by a prologue and a self-running demo. When you are ready to play, press the joystick button (Action button) to start the game.



# Special Menu

After the title sequence and the credits a special menu is shown on screen. The default settings will be suitable for most users. Press the ESCAPE key to enter the menu. Use the joystick to change the values on screen. To exit the menu press the joystick button or the RETURN key.

## Dungeon vest color

Change the vest color of the Prince in the dungeon.

## Palace vest color

Change the vest color of the Prince in the palace.

## SFX Bank

Choose between two sets of sound effects.

## TV refresh rate

Choose between 50hz (PAL) or 60hz (NTSC)

## Frame limiter

Sets the limit of the number of frames per second (overclocking only)

## Intro font Flicker

When turned on the intro screens will display a higher resolution.

## Start Level

Choose the starting level of the game.

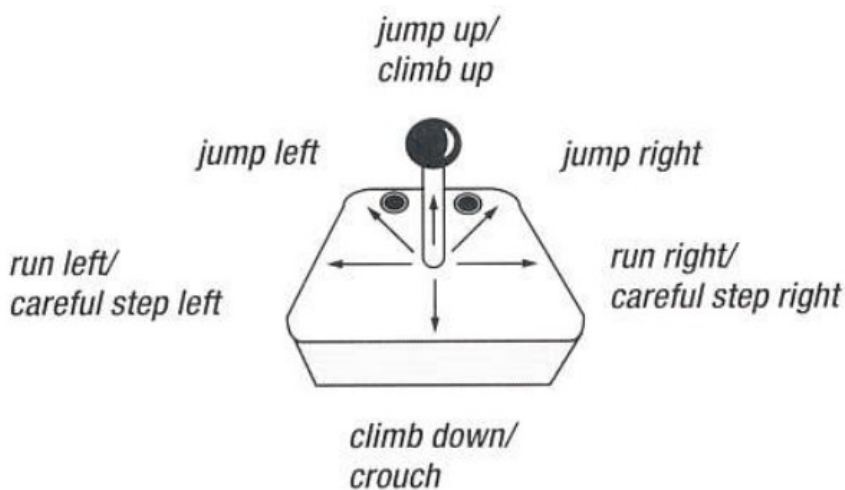
## Start Health

Set the number of health potions to start with.



# Controlling Your Movements

## Joystick



## Keyboard

P pause game

# Running, Jumping and Climbing

## To turn around:

Tap the joystick handle to the left or right.

## To run:

Push the joystick handle in the direction you want to go (left or right). Release the joystick to stop.

## To take careful steps:

Hold down the joystick button and push the joystick handle in the direction you want to go. You can use careful steps to move right up to the edge of a pit or a suspicious looking floor section.

## To jump up:

Push the joystick straight up.

## To jump forward:

When you are standing still, push the joystick up diagonally in the direction you want to jump.

## To run and jump forward:

You can jump further with a running start. For a running jump over a chasm, back up at least two full strides from the edge. Push the joystick handle left or right to start running then up to jump. Don't be afraid of pushing the joystick up too early; the Prince will wait until the last possible moment to jump.

## To climb up onto a ledge:

Stand facing the ledge and push the joystick straight up. If necessary use careful steps to position yourself below the ledge.

## To climb down from a ledge:

Step up to the edge, turn around, then push the joystick down.

## To hang from a ledge:

Press the joystick button and hold it. To let yourself drop, release the button. To pull yourself up onto the ledge, push the joystick up. Any time you jump or fall within reach of a ledge, you can grab onto it by pressing the button. Remember - when you release the button, you let go of the edge.



**To hang from a ledge:**

Press the joystick button and hold it. To let yourself drop, release the button. To pull yourself up onto the ledge, push the joystick up. Any time you jump or fall within reach of a ledge, you can grab onto it by pressing the button. Remember - when you release the button, you let go of the edge.

**To Crouch:**

Pull the joystick handle straight down. Release it to stand up.

**To pick something up:**

Stand in front of the object you want to pick up and press the button.

# Sword Fighting

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

## **To strike:**

Press the joystick button.

## **To advance:**

Push the joystick handle towards your opponent.

## **To retreat:**

Push the joystick handle away from your opponent.

## **To block your opponent's strike:**

Push the joystick up just as your opponent is striking. It may take some practice to get the timing right. Watch your opponent carefully, and wait for him to strike.

## **To stop fighting:**

Push the joystick down. Once you have put away your sword, you are free to run, jump and climb as usual. Be careful, though -when you are off guard, a single sword blow can kill you. To draw your sword again, press the joystick button.



# Hints

- To get the maximum distance from a standing jump across a chasm, use careful steps to move right up to the edge of the pit before you jump.
- If you jump a chasm but fall short, you may still be able to grab on to the opposite ledge by pressing the joystick button. Remember, when you let go of the joystick button, you let go of the ledge.
- Every time you block an opponent's sword strike, the force of the blow pushes you back slightly. If you adopt a defensive strategy, you will find yourself steadily losing ground. Try following up a successful block with a strike.
- Test for loose floor sections by jumping up and down.
- You can knockout a loose floor section by standing directly beneath it and jumping up. Try not to be there when it lands
- There are two kinds of pressure-activated floor plates. One kind raises gates, the other lowers them. With experience, you can learn to distinguish them from ordinary floor sections and from each other.
- In the dungeons and palace you will find various potions. Some are healing potions that will restore your strength. Other potions have different effects. With experience, you can learn to recognize which potions are which.
- You can cross a bed of spikes safely by taking careful steps.
- A two story drop will hurt you. A three-story drop will kill you.
- If you encounter an opponent whom it seems impossible to beat, perhaps there is a way to avoid the fight entirely.
- You never know what you'll find in a dungeon. Don't be afraid to explore, to experiment, and even to take an occasional leap of faith. After all, you've got nothing to lose except your life, the Princess and the entire kingdom.



# Life and Death

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

You start the game with three units of strength. Later on, you may be able to increase your strength beyond this limit.

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

An opponent's strength is indicated by a row of bullets in the lower right corner of the screen. To kill an opponent, you need to take away all of his strength or dispose of him in some other way.

## Adventuring

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

- The Princess is imprisoned in the high tower of the palace. To reach her, you must find your way out of the dungeons, through the palace's main building, and up to the top of the tower.
- Since your arrival in the city, you have heard some strange rumors. It is whispered that the Grand Vizier Jaffar is a magician, a master of the black arts of enchantment; that his powers are more than mortal. Knowing, as you do, that much of what passes for magic is mere trickery and superstition, you are reluctant to take these stories too seriously. Nevertheless, they don't do much for your peace of mind.



# Death and Continuation

When you die, the message "Press ACTION to Continue" will appear on the screen. Press the joystick button to return to the beginning of the current level.

If you don't press the joystick button, the message will disappear in about 20 seconds. The game will end and you will be returned to the title sequence.

You can continue a game as many times as you want without penalty. Remember, though the sands in the hourglass are draining away....

## About the Author

Jordan Mechner, 27, is the author of the award-winning computer game **Karateka**. Hailed by **Games** magazine as "a software landmark," **Karateka** broke new ground in the use of cinematic techniques to tell a story within a computer game, and has sold over 400,000 copies worldwide.

To achieve the extraordinary realism of the animation in **Prince of Persia**, Jordan studied hours of live-action footage, including swordfighting sequences from classic Hollywood swashbuckling films of the Thirties. Two years in the making, **Prince of Persia** is the culmination of a lifelong fascination with animation, and of ten years of hacking on the Apple II.

Jordan is a native New Yorker and a 1985 graduate of Yale University.

## About the Music

The music for **Prince of Persia** uses a "leitmotiv" approach in which each theme is associated with a specific character or idea. The basic themes are: Prince, Princess, Jaffar, Danger, Sword, Shadow, Death, Time, and Magic.





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