BOSSES in Prince of Persia Warrior Within™
Q&A answered by Jean-Christophe GUYOT - Creative Director

1.) Why did you decide to include more bosses in Prince of Persia Warrior Within™ ?

In Prince of Persia The Sands of Time™, the lack of bosses has been raised by many players. Duels with bosses represent generally memorable moments in game, moments during which the player has to experiment all his abilities. Early in the conception of Prince of Persia Warrior Within™, we decided to have many bosses and moreover bosses that would be huge, much bigger that the Prince himself. These ones are impressive. Also we wanted some other characters that would have a strong personality, and that would play a big role in the story to be part of the bosses; duels with those characters are going to be incredible. Moreover to give more realism to these duels, each character will express its reactions in the middle of the battle… Emotion is the word that summarizes very well every boss's battles… we wanted players to feel something: fear, domination, superiority, weakness, power or surprise…

2.) Describe the process of creating a boss, from start to finish

They are several ways to create a boss. A boss at the beginning of the game is there to surprise the player and make him feel good. Generally he only has to practice the basic moves and the basic attacks. In POP-WW, the first boss you will encounter is Shahdee, the bad girl of the game. This first confrontation happens in the first level of the game during the boat attack. There is nothing complex in this combat; you will have to practice your block and your dodge while attacking at the right moment.
However a boss later in the game is generally more challenging. Indeed the player has then experienced a lot of different situations and he has acquired new abilities. So when you create a boss you want to test the player. Is he really able to face more challenging situations in the following levels? And we have several opponents like this in the game: the Griffon, The Thrall….

3.) How are the bosses relevant to the storyline?

Most of them, indeed, have a big role in the story. Shahdee, the slave of the Empress of Time, is the first "boss" you meet in the game. Actually, she plays an important role in all the first part of the game. Once on the Island of Time, you will have to run after her in order to confront her and to know where to find the Empress of Time. The Empress: that's another enigmatic character. You will be informed by the Old Man at the beginning of the game that you may have to confront her….and she is known to be a fearsome opponent… And all over the story, you have the Dahaka, this undefeated beast that hunts the Prince to kill him, to remove him from the current timeline. It is a terrible "boss", a nemesis that will be after you and that will force you to run away as soon as you will see it. Don't try to face him or you will die. But also, don't expect too quickly that you have a chance to escape; it will catch you at a moment or another. What is written in the timeline cannot be changed….

4.) Is it true some bosses appear more than once in the game?

Yes. The main characters will appear several times during the game. But as we play with time, the second time you will meet them may happen earlier that the first confrontation. And then you will have the advantage to know what is going to happen. Tricky, isn't it? Indeed you will have to play the game completely to understand all the subtlety of the story and to discover all the terrific "bosses" and particularly the final ones.