

Uninstalling

To uninstall Prince of Persia: Warrior Within, follow these steps:

1. Start your computer.
2. Insert the Prince of Persia: Warrior Within Installation CD into your CD-ROM drive. The autorun Menu should appear.
3. When the autorun menu appears click on the Uninstall button. It will automatically uninstall all component of Prince of Persia: Warrior Within

Basic Menu Controls

- Use the movement keys (W. A. S. D by default) to browse or cycle through the different options.
- Press the ENTER to select a button, go to the next screen, or change the current option.
- Within the submenu, press ESC to return to the previous screen.

Controls

Mouse B 1:	Attack
Spacebar:	Action (jump, roll, eject)
E:	Secondary weapon (attack)
C:	Pick up weapon, throw weapon, climb down
R:	Rewind (hold), slow motion (tap)
Mouse B 2:	Special action (run on wall, push/pull, swing on bar, drink water), block (in combat mode)
Q:	Alternative view (landscape camera)
F:	Look (first-person camera)
X:	Reset camera
W:	Move forward
A:	Move left
D:	Move right
S:	Move backward

Playing the Game

Press the ENTER button to reach the Main Menu.

Main Menu

Use the movement keys (W. A. S. D by default) to move among the following options; then press ENTER to select. Press ESC to go back to the previous menu screen.

- **Start new game:** Start a new game.
- **Load saved game:** Resume a previously saved game.
- **Extra features:** Access the bonuses.
- **Change profile:** Switch from one profile to another.
- **Options:** Access the Options menu to adjust various settings.



Options Menu

At this screen, you can adjust various settings for the game.

- **Sound:** Adjust the balance of music, voices, and sound effects.
- **Graphics:** customise your graphics settings.

Lowering the settings may result in higher game performance.

- **Game:**

Tutorials: Turn tutorials messages On/Off.

Blood: Turn blood to Sand On/Off.

Slow motion cam: Determine the frequency of slow motion cam occurring during fighting sequences. Choose from Never, Seldom, Normal, Often

- **Control:** Customise the keyboard/joyypad and mouse controls.



In-Game Menu

You can pause gameplay at any time by pressing the ESC button. This will bring up the following screen:

- **Continue:** Resume gameplay.
- **Combo list:** Access the combo list and description.
- **Options:** Access the Options menu to adjust various settings.
- **Map:** Access to map parts, visited map parts, the Prince location and objectives.
- **Quit:** Quit your current game and return to the Main Menu.



In Game Map

When playing, by pressing TAB you can view visited map parts, the Prince's location and objectives.



Saving

At specific points in the game (water fountains) you will be prompted to save your game.

Game Over

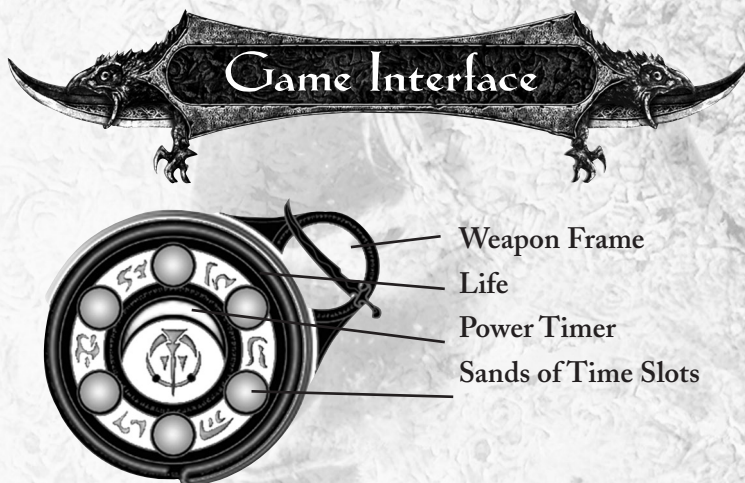
If the Prince dies in the course of gameplay, this will bring up the following screen:

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

Loading

To continue a previously saved game, choose Load saved game from the main menu





Life Bar

Shows the Prince's current state of health. Hard falls, enemy attacks, and traps all cost the Prince life. If your life bar reaches empty, it's Game Over (unless, of course, you undo the mishap by rewinding). Replenish the Life Bar by drinking water from a fountain or other sources.

Sands of Time slots

These show how much sand the Prince has collected. Each rewind empties one sand slot. Each time you retrieve sand from enemies, it fills one slot.

Power Timer

Shows how much time is available to rewind. A full timer represents 8 seconds.

Weapon Frame

The Weapon Frame appears only when the Prince pick up a secondary weapon. This frame shows the current state of the weapon. These weapons only sustain a certain number of hits before they break.



Thanks to the talisman Farah gave him at the end of the Sands of Time, the Prince still has the ability to control time. To use the Powers of Time, the Prince needs to have sand in the medallion. He can refill sand slots by moving near the dead bodies of enemies. Each sand cloud will fill one sand slot.

After a given number of hits, the enemies will enter a finishable mode where they start leaking the sand contained in their bodies. The Prince can use any finishing attack at his disposal to kill them at this point. He can also continue to hit them with standard attacks but it will take several hits to kill the enemies.

When an enemy is finished, the Sands of Time are released from his body. The Prince can move into the sand cloud to absorb it and gain additional sands for his time powers.

Time Travel

In some special places called Warp Rooms, the Prince can use his time powers to travel in the Timeline to the distant past or come back to the present. Laws of cause and effect can help him to progress in the present as he alters the past.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. After he has rewound, he can redo the actions he missed. The Power Timer Gauge displays how much time the Prince can rewind in the past. Press and hold the R key to turn back time. When you reach safety, release the R button to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince is able to slow down time as he continues to move at the same speed. This allows him to defy traps better and to fight his enemies while they are slow and helpless. Tap R to use the Eye of the Storm attack during a fight.

Breath of Fate

This power lets the Prince perform a strong ground attack, hurting several enemies simultaneously. Each use of this power consumes one sand slot. Press and hold the R key while blocking with the MB2 button.

Wind of Fate

This power lets the Prince perform a stronger ground attack, hurting several enemies simultaneously. Each use of this power consumes two sand slots. Requires more time to be ready than the Breath of Fate. Press and hold the R key while blocking with the MB2 button.

Cyclone of Fate

This power lets the Prince perform the strongest ground attack hurting several enemies simultaneously. Each Cyclone consumes three sand slots. Requires more time to be ready than the Breath or Wind of Fate. Press and hold the R key while blocking with the MB2 button.

Ravages of Time

The Prince is able to perform a lightning attack that instantly kills most enemies. Each use of this power consumes two sand slots. Tap the R key while blocking with the MB2 button.



Basic Moves

The Prince can auto-climb obstacles, perform rolls on the ground and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wallrun and rebound from the wall in the opposite direction. The Prince can perform multiple rebounds to climb up between two walls.

Environment

The Prince can interact with all the elements around him:

- **Ledges:** climb, drop, lean and rebound.
- **Ladders:** climb and rebound.
- **Columns:** climb, rotate and rebound.
- **Poles:** lean, drop, swing and rebound.
- **Beams:** move, drop and jump.
- **Curtains:** slide down, rebound.
- **Wallropes:** climb, swing, rebound and wallrun.

The Prince can also perform attacks whilst on these elements.

Mechanisms

The Prince can also interact with mechanical elements around him:

- **Boxes:** push and pull.
- **Hanging levers:** these levers activate the mechanisms.
- **Pressure plates:** by stepping on them, a mechanism will be activated for a short period of time.
- **Pressure levers:** these levers go down as the Prince hangs on them, and up again after he has dropped.
- **Rotating levers:** these levers offer several activation choices, depending on the direction in which they are pointing.



As a master warrior, the Prince is able to perform a great variety of advanced and deadly fighting techniques. He is now able to fight by taking advantage of the items around him in his environment (ladder, pillars, walls, etc.), grab enemies, take their weapons and throw them or use them as secondary weapons.

The Prince can use his superior agility to gain the upper hand against his enemies. For each action, a choice of several new actions is available to you so that you can create customised Combo chains throughout the fight to defeat your enemies, fighting in your own way.

Manning

The Prince is able to step on his enemies and jump over them. He can then grab them, attack them or rebound into the air.

Grabbing

When his left hand is free, the Prince is able to grab his enemies and hold them. From this position he can throw them, attack them or rebound into the air. He can also use his enemies as human shields.

Airing

While in the air, the Prince can grab and attack his enemies. He can also rebound off walls to attack them with even more force.

Combos

You can trigger several Combos by entering the right button configuration.

Single-Weapon Techniques

Right hand

Single slash	MB1
Double slash	MB1 MB1
Triple slash	MB1 MB1 MB1
Furious slash	MB1 MB1 MB1 MB1
Asha's Fury (enemy on ground)	MB1
Right sword charge attack	MB1

Left hand

Grab	E
Human shield (hold)	E
Grab to Manning	E C
Grab slice	E MB1

Grab throw	E E
Strangulation	E C (repeatedly)
Steal weapon kill	E C (enemy is weak)

Acrobatics

Rebound from enemy	(toward enemy) Spacebar Spacebar
Aerial slash	(toward enemy) Spacebar MB1
Landing slice	(toward enemy) Spacebar MB1 MB1
Aerial kick attack	(toward enemy) Spacebar E
Landing kick sweep	(toward enemy) Spacebar E E
Aerial backslash	(toward enemy) Spacebar C
Landing steal weapon	(toward enemy) Spacebar C C

Others

Block	(hold) R
Counter attack	(hold) R + MB1
Counter kick	(hold) R + E
Pick up weapon	(hold) R + C

Double-Weapon Techniques

Right hand

Orontes' Grudge	MB1 E
Zoroaster's Ire	MB1 E E
Ptolemaio's Anger	MB1 MB1 E
Wrath of Cyrus	MB1 MB1 E E
Rage of Darius	MB1 MB1 E E E
Azad's Retaliation	MB1 MB1 E MB1 MB1
Azad's Furious Retaliation	MB1 MB1 E E MB1 MB1
Ahriman's Revenge	MB1 MB1 MB1 E
Mithra's Vengeance	MB1 MB1 MB1 E E

Left hand

Breeze of Anguish	E
Blast of Sorrow	E E
Misery Gale	E E E
Whirlwind of Pain	E MB1
Oblivion Twister	E MB1 MB1
Furious Oblivion Twister	E MB1 MB1 MB1
Plague Tornado	E MB1 MB1 E
Harassing Cyclone	E MB1 MB1 E E
Storm of Remorse	E E MB1
Tempest of Agony	E E MB1 MB1
Furious Tempest of Agony	E E MB1 MB1 MB1
Hurricane of Penitence	E E MB1 MB1 E
Tormenting Typhoon	E E MB1 MB1 E E

Acrobatics

Aerial weapon throw	(toward enemy) E C
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Other

Weapon throw	C
Charge weapon throw	(hold)

Movement Techniques

Jump	Spacebar
Jump slash	Spacebar MB1
Jump kick	Spacebar Y
Roll	(direction) Spacebar
Roll pierce attack	(direction) Spacebar MB1
Escape roll	(lying on the ground) Spacebar
Stand up attack	(lying on the ground) MB1
Stand up spinwheel	(lying on the ground) E
Wall dive attack	(toward wallrun) MB1
Wall spinkick	(toward wallrun) E
Angel drop	(vertical wallrun) MB1
Angel drop finish	(vertical wallrun) MB1 MB1
Bladewhirl attack	(vertical wallrun) E
Column shredder	(toward column) MB1
Column spinkick	(toward column) E

Time Powers

Recall	(hold) R
Eye of the Storm	(tap) R
Breath of Fate	(hold) R while blocking
Wind of Fat	(hold) R while blocking
Cyclone of Fat	(hold) R while blocking
Ravages of Time	(tap) R while blocking



The Prince is able to use a vast array of deadly weapons split into four main classes. Each class generates a different experience as they force the Prince to fight with a different strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific rate of attack and inflicts a different amount of damage. Additionally, each class has one specific 'special attack'.