

Prince of Persia: The Forgotten Sands

Game Guide

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Introduction



In this guide you will find a solution which will help you in completing the game, as well as a description of all the Hidden Sarcophaguses locations.

During the game, you will gain experience points, which can be spent on various abilities. To be honest, apart from the life bar and energy slots upgrades, it doesn't really matter which you choose, as they're not necessary to complete the game. Upgrading your abilities is used only to earn trophies. So just a couple of basic tips:

- As for elemental powers, you only have to upgrade each to the first level and then kill 50 enemies using it.
- Choose your favourite element and upgrade it to the 4th level **[Trophy – Elemental Control]**
- If you manage to gain all upgrades (keep on fighting for as long as you can, until green orbs come out of the enemies), you will receive the **[Trophy – Completist]**. In a few spots where enemies with fire orbs respawn all the time, you can return to a previously visited room and keep on killing them. Unfortunately it takes a lot of time. Most of all, try it in Solomon' Hall.

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Translated to English by **Jakub „cilgan” Lasota**

Walkthrough

The Ramparts



You begin your adventure on the ramparts. There's a battle going on, but you won't fight in it. Instead, you will have to get inside the palace. Go forward and jump over two holes in the passage.



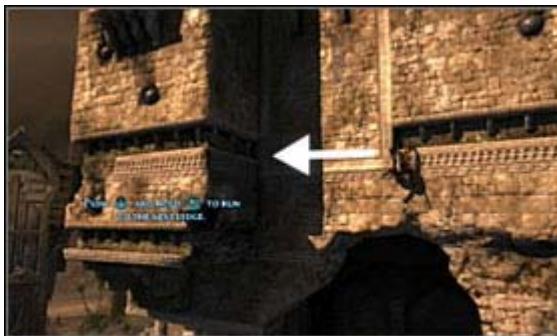
Inside the tower you will meet the first enemies. They're just normal soldiers, so a couple sword slashes is enough to deal with them. There's no way to block in this game, however you can dodge an attack by rolling away. After you're done with the enemies, run up the wall on the right side of the locked door and repeat this once you're on top to get out of the tower and onto the second part of the ramparts.



The prince has wallrunning in his blood, so press and hold down the wallrun button once you're by the edge and don't let it go until you reach the other side. It's very important, as if you let go of the button too early, the Prince will fall down and die. Defeat the enemies (you can try to knock them down the pit) and move on.



Make a wallrun and them run up to grab a fissure in the wall. Pull up, move left pass the curve and lower yourself. Afterwards keep on moving left until the very end. Now use the button combination which makes the Prince run up walls and get to the fissure above.



Move to the left and wallrun to the next fissure. Go pass the curve and lower yourself once.



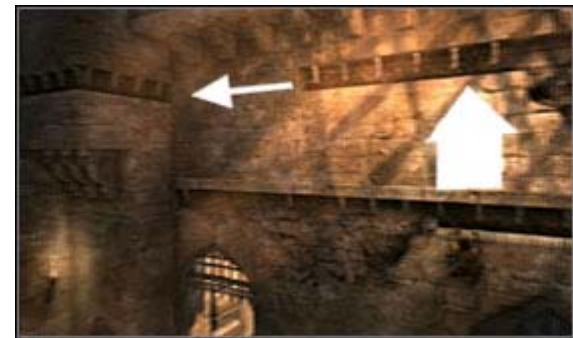
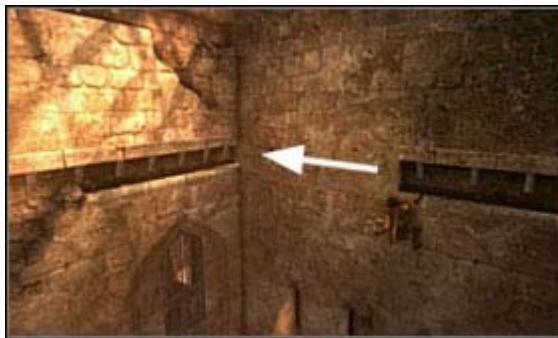
Once again move to the end and use the wallrun to jump onto the next part of the wall. You will have to fight a big group of enemies here; you can try and knock some of the down with a kick.



After you deal with them, run along the wall and destroy the vases blocking the way with your sword. Note that red orbs will appear and regenerate the Prince's health. Further in the game you will also come across blue orbs, which regenerate energy. By destroying 100 vases and sarcophagi, you'll receive the **[Trophy – Anger Management]**.



Inside the room, run along up the wall twice, move the analog stick in the direction of the jump (left in this case) and jump – the Prince will grab the fissure on the other side. Pull up, move left and perform another jump.



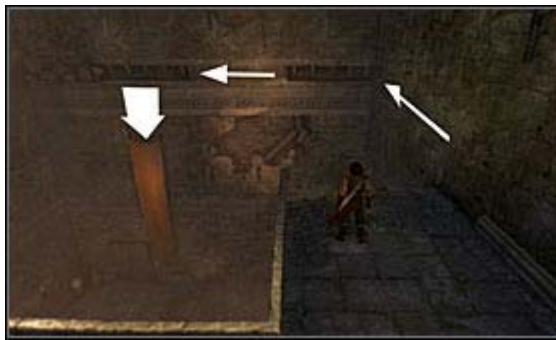
Wallrun, get to the fissure above and run along the wall left again.



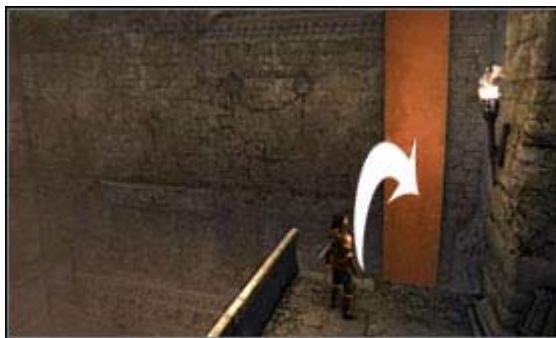
Once you reach the end of the fissure, move the analog stick left and perform a jump. You will once more reach the ramparts. Run above the missing fragment.



Do a wallrun and grab the fissure. Begin moving left and then once again run along the wall to the left – the Prince, once he's by the flag, will automatically take out a knife and ride down the flag, cutting through the material.



Do some more acrobatics and ride down another flag. Once you're below, you will have to perform a new move. Run along the wall for as long as you can and then jump while moving the analog stick in the desired direction. The Prince will jump off the wall and safely land at the balcony fragment.



Jump onto the flag and you will land by a round switch on the ground. Walk onto it and then kill the enemies. After the fight walk onto it again and quickly go through the opened door. You will receive the **[Trophy – Memories of Azad]**.



Do a wallrun and jump left by the end to land in a safe spot. There's a longer sequence ahead of you. Firstly a wallrun, then a jump left and another wallrun to the other side.



Run along the wall which will activate the button found on it and then jump to the right. Quickly run through the closing door. Do a roll if needed.



Run up the wall twice, go left and then up again.

The Fortress



Go across the beam to the other side and jump onto the flag – the Prince will ride it down to the lower level. Defeat the enemies found there.



Begin climbing using the fissures and once you reach the end, run left to the beam.



Go along the beam to the left and run to the upper level. Jump to the next beam and then onto the flag.



Kill all the enemies. You will see some stones sticking out of one of the walls. Use them to climb up.



Once you reach the end, run along the wall. You will activate a switch, which will make two big beams come down and allow you to move on. Quickly do a wallrun while making use of them and then get onto the next beam with another wallrun.



Walk across the beam to a big column and run up to grab a fissure. Move right and climb up using the stones. Move to the right side this way.



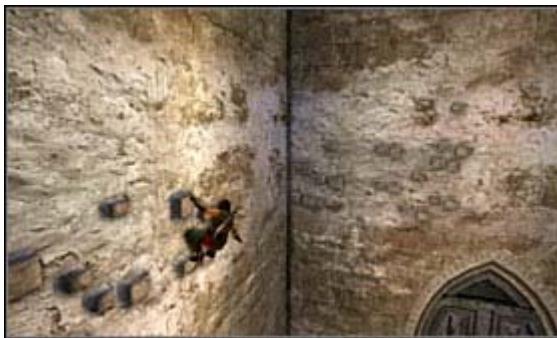
From the beam, jump onto the stones sticking out of the wall. Once below, roll through the hole to the other side.



Defeat every enemy here and afterwards jump onto the wooden construction.



Move up. From the highest level, run along the wall to the right for a bit and jump towards the beam sticking out of the wall. From it, jump onto the jutting out stones.



Move along the stones to the right, towards the exit.



Run along the wall and jump right to reach a beam. Afterwards jump from one onto another.



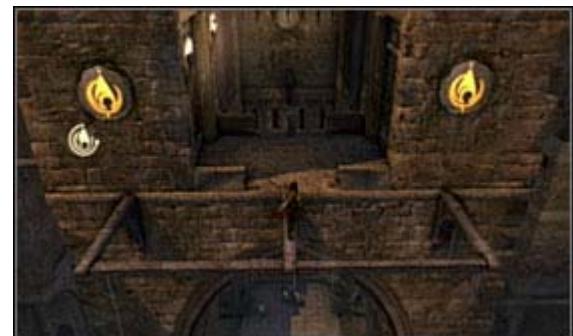
Jump off the last beam, go through the door. Afterwards jump onto the opposite wall and go down using the stones.



Jump from one beam onto another again and then do a wallrun to reach another one.



Reach the wall. Use the stones and then run up to reach the upper level, there the Prince will be able to greet with his brother at last. You will receive the **[Trophy – A Warm Welcome]**.



For Malik to be able to move on, you first need to activate the mechanism which opens the door. Run up the wall while standing on the beam, which will activate the first switch. Afterwards quickly run to the second one. Once you activate both of them, the bars will open and you will be able to reach the third switch.



You have a time limit for doing it, so quickly jump and run up the wall to activate the switch. After you're done with it, go back a little and jump towards the fissure in the wall. Move right, do a wallrun and jump towards the ledge.



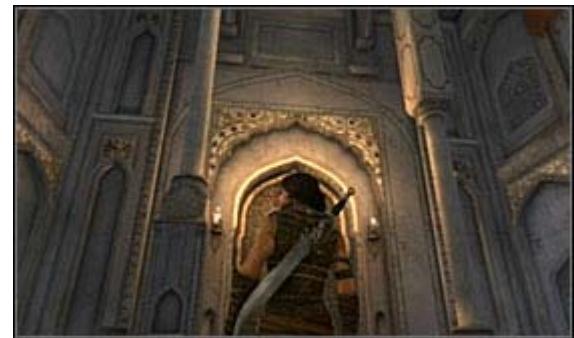
Do a wallrun above the locked gate. From there, run along on the wall again and jump left towards the stones.



You will encounter shielded enemies for the first time. To defeat them, you have to firstly kick and hit once they're exposed. Defeat all the enemies and run up the wall, activating the door opening mechanism. Quickly go through it to the other side.



Kill the rest of the enemies. At the end of the corridor there's a switch which opens the door. Jump onto it and quickly go round the corridor to get through the newly opened door before it closes.



Do a wallrun and continue going left while holding onto the bricks. You will get to the palace. Look at the round columns – jump on to one which's round from the very base, climb it up and jump onto the second one.



From it, onto to yet another. While holding to the last column, climb up to the very top and jump onto the balcony.

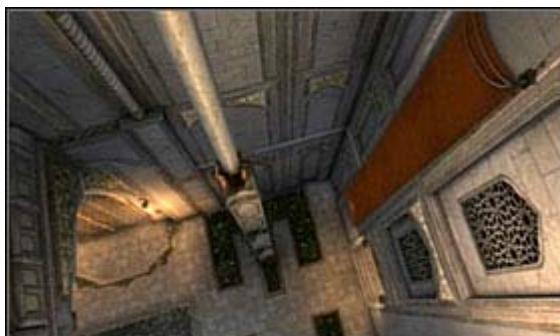
The Palace Courtyard



In the big room, jump onto the closest column and onto another after climbing up. Then jump onto the terrace.



Kill the enemies on the terrace. Afterwards run along the wall and jump towards the column.



Jump from one column to another and jump down onto the flag once you can. Once you get down, there's a big fight waiting for you. If you're running out of life, use the vases scattered by the walls.



After the fight, look for a wall with stones, climb up and jump onto the nearest column.



Thanks to the columns, you can get to the upper terrace. Use the poles to get to the other side.



Wallrun to the last pole and for it, jump to the hole in the wall. You will get to the vault corridor using the flag.

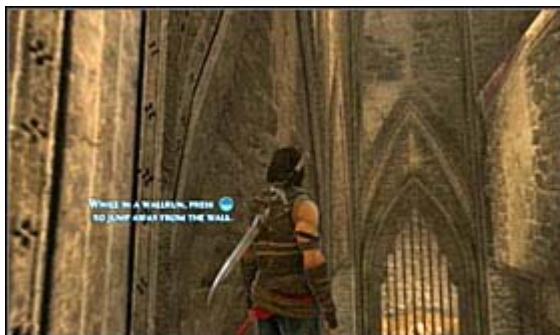
The Treasure Vault



Run to the wall and press the designed button. This way the Prince will approach the ledge and grab it. You will need to use your new ability a couple times while going through this corridor.



Once you get to the flag, do a wallrun and the Prince will ride it down to the lower level.



Once in front of the locked door, do a wallrun, jump to the right and run up the wall as the Prince approached it.



Unfortunately there already are enemy soldiers in one of the chambers. Deal with them before moving on.



Once you get rid of them, notice the wooden cage by one of the walls. Run onto it and then onto the nearest column.



Jump from one column to another and you will reach a terrace on the other side of the room. Now jump onto the pole.



Grab the first pole, swing and to the next one on the right. Turn around, swing and jump left this time and the Prince will grab onto the upper one. Repeat this sequence until you get to the very top.



From the terrace, jump onto the pole which will open the opposite door.



Swing and jump. Afterwards quickly run through the closing door; the Prince will finally have the chance to meet with his brother.



Releasing the sand army will give you a prize in the form of [\[Trophy – Solomon's Army\]](#). Get through the corridor, while jumping over holes and wallrunning.



You will reach a portal leading to Razia. Go through it and head to the middle part.



Razia will grant you with the power to rewind time. After the cutscene, go out through the same path.



After you get out of the portal, head forward. The floor will eventually crumble and the Prince will start falling down. This is the first chance to make use of your newly gained power. Rewind time and try it once more. The floor will keep on crumbling, so be ready to jump in the right moment **[Trophy – Close Call]**

The Stables



Once you're in the Stables, go round it. Enemies will attack you at the spot from which you will begin the further trip. Just some basic skeletons, so you won't have any problems with it. Note that yellow orbs will appear from the enemies, which represent experience. After this fight you should have enough to buy your first upgrade in a special menu. I'd suggest expanding the health bar. **[Trophy - Ding! Level Up!]**



After spending your experience points, go up the wooden wall and jump from one to another to get to a platform. From there, grab the fissure in the wall ...



...and move till the end. Wallrun and jump onto the column.



Jump between the columns and use the fissures to go round the Stables.



Jump onto the platform and grab the lever, which will open the door on the other side. Quickly jump between the levers to reach the door and move on.



You will find yourself in a trap-filled corridor. Timing is crucial here – you have run below the spiked beam while the furthest part is still rather high. Then you can, for example, roll under them.



In the next room, you will have to face a big group of skeletons. As long as there are no shielded ones, jump onto the shoulders of one of them and keep on jumping between them without dealing any damage. Each time push the analog stick in the correct direction pointing the next enemy, or else the Prince will fall down to the ground. After you perform 30 jumps, you will be rewarded with the **[Trophy – Acrobat]**. After the fight, run up the wall and jump on the beam.



Do the same thing on the other side of the room.



Afterwards do a wallrun between the fissures to get to the sticking out stones.



Go up and jump onto the beam.



Use the poles and beams to get to the platform, and then jump onto one of the flags.



You will find yourself in a narrow corridor. Stand on the switch and run towards the door while avoiding the deadly swinging axes.



Push the crank by one position anticlockwise. A narrow fragment should come out of the wall. Stand inside and get up by jumping off the walls.



While standing on the fragment, jump towards the pole. After the cage moves out of the floor, jump onto the flag to get down.



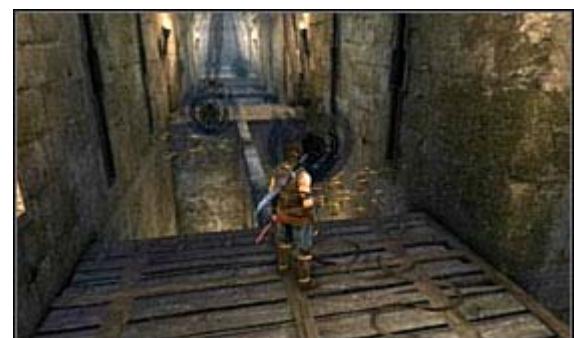
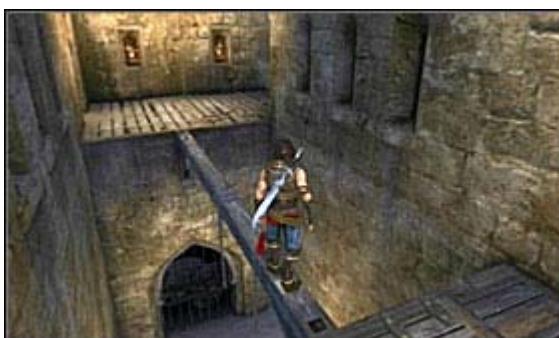
Once again approach the crank and this time move it anticlockwise two times. A wall fragment will come out on the other side of the room. Go there, run up the wall and jump towards the beam.



From the beam, jump on top of the distant element and from there towards the next lever. Another cage will show up. Jump onto the flag.



A swarm of enemies will enter through the opened door. After you deal with them, stand in between the two fragments which came out of the floor. Run up one of them, jump off and run up the second one. This way you should get to the top.



Another narrow corridor ahead. Pass carefully while avoiding the axes.



After talking with Malik, turn right and jump onto the flag.



Once below, run up the door and jump onto the lever. Jump down and get on the column fragment.



Jump onto the beam on the other side. Now stand by the vertical switch. Run onto it and once the Prince touches it, jump towards the column.



Quickly jump onto the next column and get out before the door locks.

The Works



Wait for the block to retreat into the wall and quickly run to the other side.



Wait for the steel boards to come down and run along them, jumping towards the platform at the end.



Jump to the fissure and wait for the mechanism to move so that you can safely run underneath it.



Run along some more steel boards.



Afterwards use the stones to climb up and run below the double mechanism at the right time.



Run towards the next fissure and from there jump to the column hanging from the ceiling.



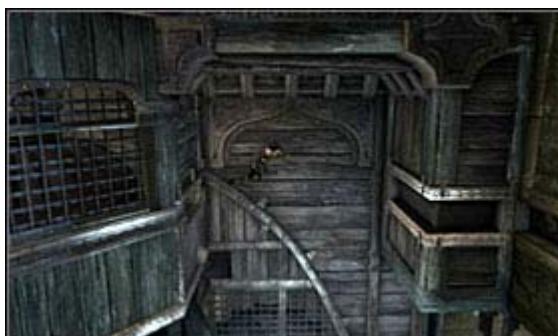
Use the beams to jump through the ratchet and onto the flag. In the next room, jump onto the middle part with a crank.



Turn the platform so that the plank faces the terrace with a smaller beam. Jump there and run to the other side while looking out for the saw moving in the wall.



Wait for the spikes to be at the very bottom and jump to the other side. After a while you will be able to begin climbing up a big mechanism. Run up to the first fissure, wait for the flat part to fir the wall and run up higher.



Afterwards jump to the opposite fissure and run below the saw.



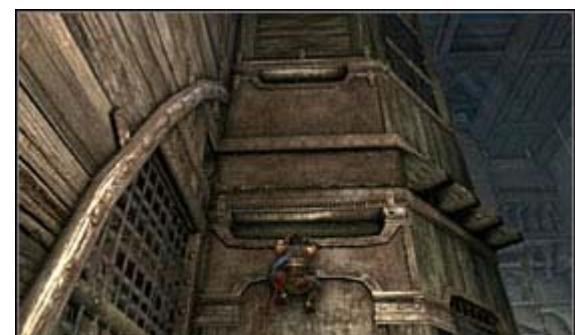
Run up the door, bounce off and grab the lever.



The middle platform will ride up, just enough for you to be able to jump on it.



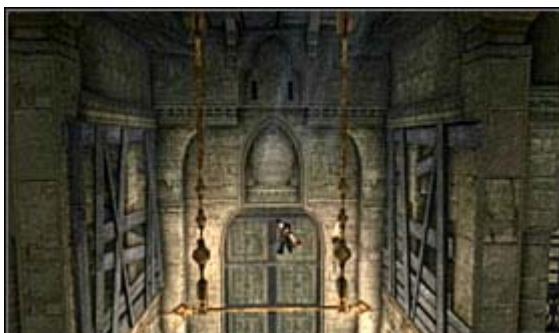
Turn the platform towards the corridor with a beam sticking out, jump there and run below some more saws.



Jump over the spiked log once it's at its lowest position. Run onto the mechanism from the other side.



Go up and jump towards the wall. Once again run below the saw...



... bounce off the door and grab the lever, which will make the platform rise up again. Jump onto it.



Set the platform so that the beam faces the switch on the wall. Jump onto it, quickly turn the platform towards the newly opened door and go through it.



Turn the crank so that the attached beams are set horizontally.



Use the beams to get to the other side of the room.



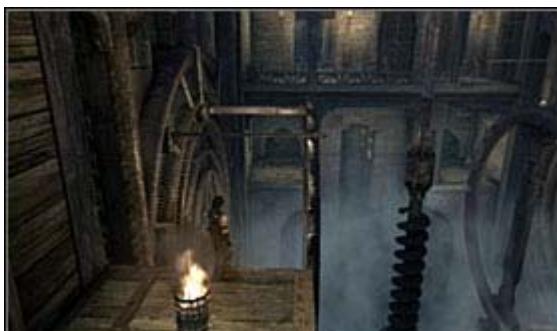
Jump onto beam and to the opposite wall. Use the beams at the second mechanism to get to the second crank.



Turn it anticlockwise once and then use the beams and the flag to get back to the first crank.



Turn it clockwise once. Now use the shortcut and back to the platform with the first crank.



Jump onto the upper beam on the second mechanism, from it to a column and afterwards onto the upper beam of the first mechanism.



Jump to the enemy-filled terrace.



You have to jump over the beam at the right moment.



Avoid the second one by doing a wallrun once it begins going up. Get past the next one with a jump followed by a roll.

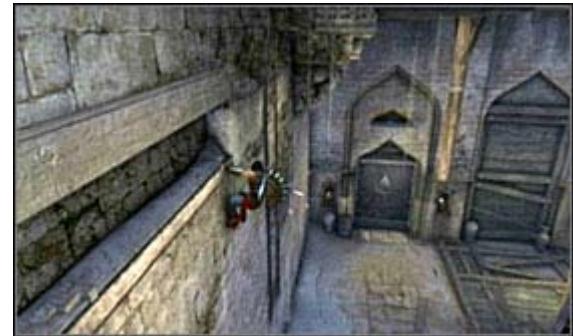


Once by the curve, wait for the spikes to rise up, wallrun and jump towards the corridor.

The Palace Courtyard



There are going to be lots of enemies here, so if you haven't got the **[Trophy – Like Dominoes]** yet, you can try to get it here. Before you begin cutting the enemies with your sword, wait for them to gather in a group and kick one of them. If at least five enemies fall down, you will get the trophy.



After the fight, run up the wall and jump to the beam. Continue forward while avoiding the blades.



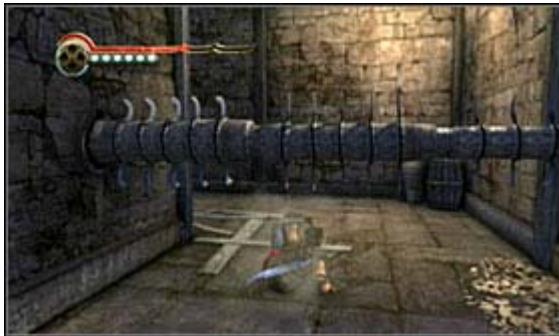
Jump onto the column and use the further ones to get to the bricks sticking out of the wall. Climb up using them. Wait for the saws to go down, wallrun and jump towards the beam.



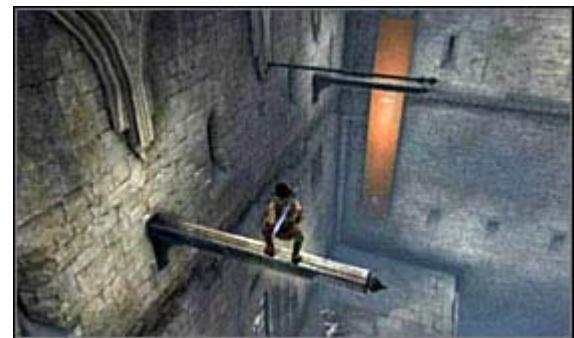
Move on from the destroyed terrace towards the columns, while looking out for the saws.



Use the columns and jump to the other side. Try to kick the enemies there towards the blades for an easier kill.



Roll under the beam. Wait for the saws to pass the middle part and do a wallrun.



Form the wall, jump onto the beam and then ride down the flag.



Wallrun to the other side of the room. From there run towards the bricks, wait for the saw to rise up and run onto the switch, opening the door.



Get through it before it closes again. The terrace will begin crumbling in the further part, so look for bright wall fragments. Wallrun instead of just using the floor and you will avoid falling down.



During the fight, remember that defeating the enemies will be much easier if you push them towards the wall. Run up the wall by the locked gate and bounce off towards the lever. Also try to attack the enemies while they're lying down. If you finish off 20 foes like this, you'll be awarded with the **[Trophy – And stay down!]**.



Look out for the saws, wallrun and jump right. Get past the next fragment similarly, pressing a switch while you're on it.



A bigger fight awaits you. The big sand monster will attack while rushing in your direction. Jump sideways to dodge – he'll hit a wall and get dazed for a couple seconds. Use this chance to hit him with a Power Attack.



The beast will fall and reveal a switch. Run onto it. A wall fragment will come out – run up once more and bounce off to the terrace.



Use the walls and columns to get to the other side of the room.



Finally wallrun and jump towards the lever. This way you will open a door – go through it.



A quite hard trap-filled corridor awaits you. You have to time the moment when the spikes are at the lowest position and jump over them while running. You can also try rolling, if only there's enough space left.



Run across the spikes and don't stop for a single moment.



Turn the crank anticlockwise once. Step onto the switch and use the platform to get to the other side.



Two more cranks here. Firstly turn the left one anticlockwise once. Afterwards turn the right one clockwise two times and anticlockwise once. This way the gear's blockade should move up.



Step onto the switch and jump towards the wall to grab the fissure. Afterwards quickly move left.



Once you get to the end, jump down onto the moving platform and get to the terrace from it.

Fortress Gates



You need to close the fortress' gate. To do that, you need to turn three cranks in a given order. The one on the left is number 1 and the next ones are respectively 2 and 3.



Begin with turning number 3 clockwise once. Then go to number 1 and turn it clockwise twice. Then turn number 3 clockwise once again. Number 1 again, this time anticlockwise twice. Number 3 clockwise once. 2nd crank anticlockwise once. 3rd clockwise once. 2nd crank anticlockwise once. Number 1 anticlockwise two times, the 2nd crank anticlockwise once and the first one anticlockwise once as well.



From the platform, jump onto the platform on the moving gear and from it onto the rocks sticking out of the wall.



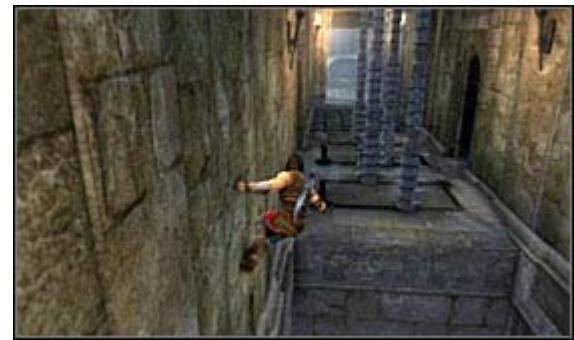
Activate the switch in the wall and as the platform rises, quickly run up again, bounce off towards the beam and from it onto the platform. This way you will close the gate **[Trophy – Just us and them]**.



Kill all the enemies before going into the trap-filled corridor.



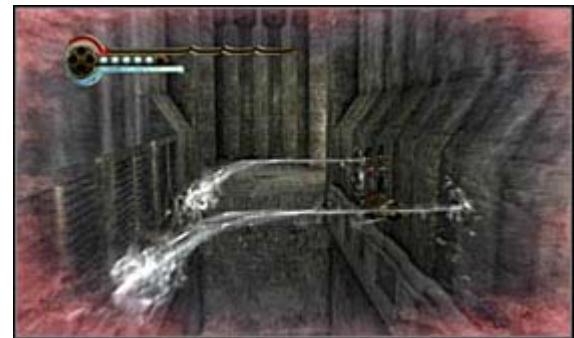
Run across the spikes floor without stopping and manoeuvre past the spiked beams.



Continue forward while remembering that the traps are easier to dodge if you stick to one of the walls.



Enter the portal, where Razia will grant you with the ability to freeze time.



You will get the chance to check out your new ability while jumping through the water streams. Wallrun towards the first one and then continue with normal jumps.



You can also freeze waterspouts. Use them to get further into the corridor.



Stand on the switch and freeze time. Now get to the other side while remembering to keep the button pressed down all the time.



Sometimes the water installation doesn't work and you need to activate the mechanism by jumping onto the lever.



Go up the last column and you will get to a corridor leading to the prison. Stand on the switch and quickly, without stopping, run across the spike trap.

The Prison



Wallrun towards the fissure in the distance and head left. Let go and ride down the flag to the ground.



Defeat the enemies and get onto the platform in the middle. From it, jump to the fissure in the wall.



Wallrun right and jump onto the beam. Go round the room using the beams and water. Once you're at the upper level, get to the fissure by the destroyed door and move right.



Go up using the bricks and jump to the beam to get to the part with hanging cages.



Jump from one cage to another round the room...



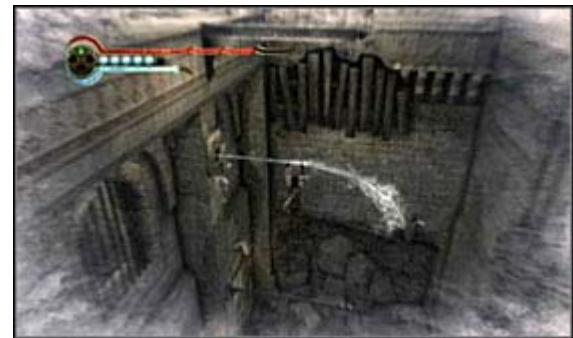
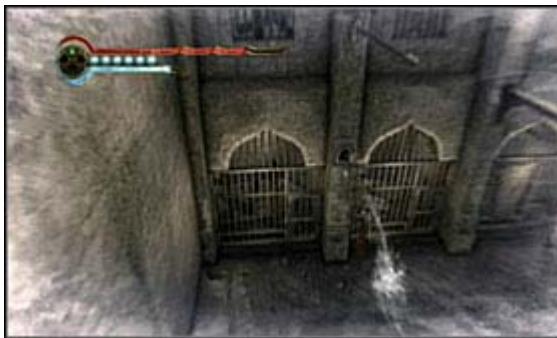
And you will get to the second part of the prison, in which you will have to firstly take care of the enemies.



Run onto the switch and bounce off to the right to land on the ledge. From it, quickly jump to the nearest beam. Jump through the water onto the beam. From it onto the water and then on the lever sticking out of the middle column.



A new water stream will activate. Run up the wall and bounce off towards it while freezing time. While holding onto the water, turn towards the wall, jump and run up to the fissure. Begin going round the room until you reach a beam sticking out of the wall. From it, jump onto the waterspout and then onto the second lever sticking out of the middle column.



Another water stream will be activated. Jump off the wall and reach it. Turn towards the wall, jump onto, run up and bounce off again towards the upper beam. Jump to the beam and from it towards the perpendicular wall. From the water stream, jump towards the wall, run up and bounce off so the Prince can grab the beam above.



Step onto the switch and run through the crate without stopping. Use the waterspouts...



...and walls, while avoiding the saws, to get to the Sewer.

The Sewer



Ride down the ramp and defeat the enemies. Stand in between the water cascades, freeze time and bounce off of them to get to the upper level.



Use the wall and go round the room. Jump onto the waterspout, then onto another and go to the second part of the sewer.



You will encounter the sand beasts summoning enemy for the first time. Don't approach him without hitting immediately, as he will knock you off and the Prince will lose some health. In order to get as many experience points as possible, kill the beasts he summons until the green orbs stop appearing. Afterwards kill the summoner. If, on the other hand, you want to finish the fight as fast as possible, get rid of the summoner firstly and then take care of the beasts. After the fight, get to the crank by jumping off the walls.



Turn it twice to activate the water streams. Use them to reach the lever which will raise the bars.



Return to the crank and turn it so that waterspouts begin falling down from the ceiling. Use them to get to the further part of the sewer. Use the stones in the corridor and move on deeper.



Jump onto the higher level, run up the door and jump onto the lever. This will cause water to start falling down from the ceiling. Jump down and use the columns to get to the crank's level.



Turn it so that the columns change positions. Get back to the level from which you jumped on the lever a moment ago and use the columns to get to the next part of the sewer. Find the crated passage and use the wall to get onto the upper level.



Freeze time, run across the water and as you're to jump, let go off the freeze button so that the Prince can get through the cascade and onto the ledge. Afterwards freeze time again and get higher bouncing off of walls and water.

The Baths



Stand on the switch, freeze time and approach the water cascade in the middle of the room. Run up and bounce off to the beam. The room will soon be flooded with enemies. There's quite a lot of them, so assuming you've purchased some abilities (Stone Armor, Ice Blast etc.), it's a good time to get an achievement for killing 50 of them.



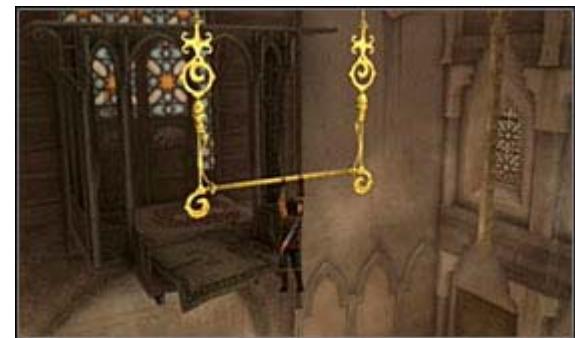
After defeating them, enter the small room from which the enemies came. Two levers activating water cascades can be found here.



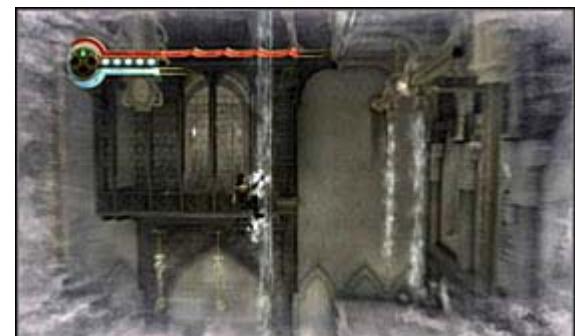
Stand between the cascades, freeze time and bounce off of them to get higher. Do a wallrun and go down the stairs.



Wait for the water to come out, freeze time and jump round the room. In the meantime you will meet Malik.



Eventually bounce off the wall onto the lever and from it onto the activated waterspouts. You will get to another lever.



Go across the corridor and jump between the columns to get to the other side of the room.



Jump onto the pole, freeze time and jump onto the water cascade. Run up and jump to the upper pole. Turn around and jump through the water onto the ledge behind it.



Carefully pass through the trap-filled corridor.

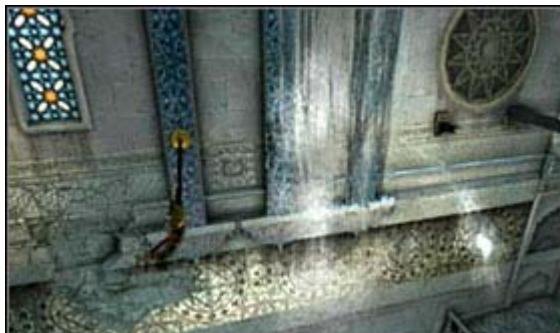


Eventually ride down the flag.

The Royal Chambers



Stand on the switch, freeze time and get higher up using the water streams, where you'll have to repeat the process.



While going round the room, you will come across a cascade followed by a stream of water. Jump through the cascade and then freeze time and the Prince will grab onto the stream. Upon jumping onto the terrace, you'll see Ratash.



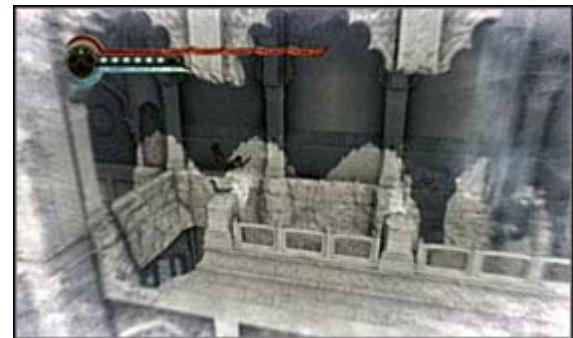
Jump from the beam onto the waterspout and ride down. Jump onto the terrace below, do a wallrun and jump onto the column.



Eventually ride down the flag and deal with the group of enemies. You can try and get the **[Trophy – Death from Above]** by jumping onto the enemies and then hitting the attack button. You have to kill 10 enemies in a row this way.



Freeze time, jump onto the water stream and return the flow of time right after you jump off. This way you will get behind the water cascade. Do the same a bit further.



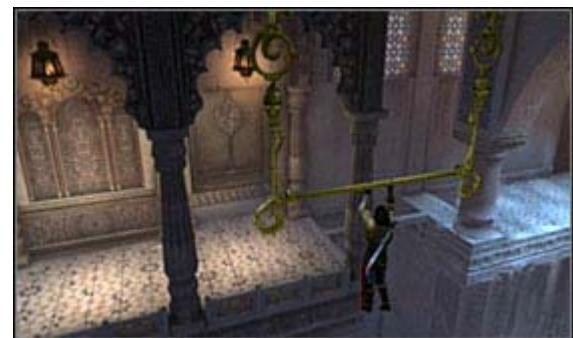
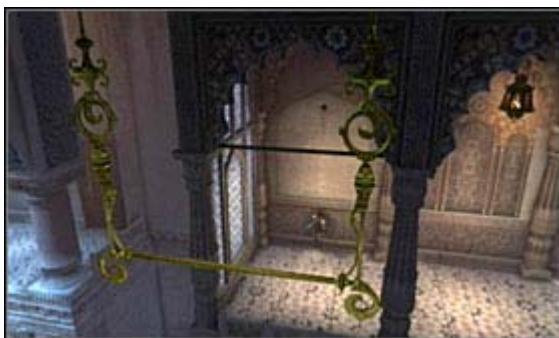
During the second escape from Ratash's missiles, run along the wall and jump towards the water stream. Jump from one to another, letting the time flow normally while jumping through the cascades.



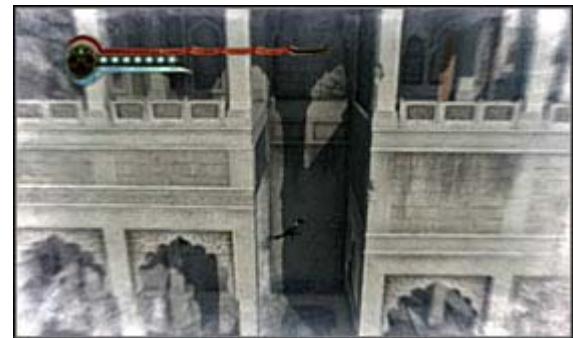
Kill the enemies in the room and go behind the small fountain. Freeze time, bounce off the water, grab the pole, jump onto the water on the other side, run up and jump onto the upper pole and then jump and run up to the terrace.



Go left and jump to the other side using the poles ...



...where you will have to jump onto the lever which opens the door. Jump toward the door from there and go through.



Do a wallrun and jump to the waterspout. Once you get behind the cascade, freeze time and by jumping between it and the wall, get to the higher level.



Get through the trap-gilled corridor and kill the enemies at its end.



Jump to the fissure by the waterwheel and freeze time once it turns so that you can get through to the other side.

The Observatory



Go right; use the fissure in the wall and water sprouts to get near the lever.



Bounce off the door and jump onto the lever. Afterwards get onto the platform with the crane and turn it clockwise twice.



Return to the lever, jump onto the fragment of the mechanism and from it onto the waterspout. Use the water to get to the other part of the room.



Run along the wall to the stones and go up. Run towards the second lever.



Jump off the door and two new cranks will show up. Get to the further one and turn it anticlockwise twice.



Now return to the spot at which you came to this level climbing the rocks and turn the crank anticlockwise once. This way you should set the two platforms and be able to jump onto them.



Jump onto the astrolabe and get to the crank in the middle. Turn it anticlockwise twice and jump on the platforms in the direction of the lever.



Move along the wall and you will get to the upper level. Once there, jump onto the lever and two more cranes will show up.



Turn the left one anticlockwise once. Afterwards turn the right one clockwise twice and the left one anticlockwise once.



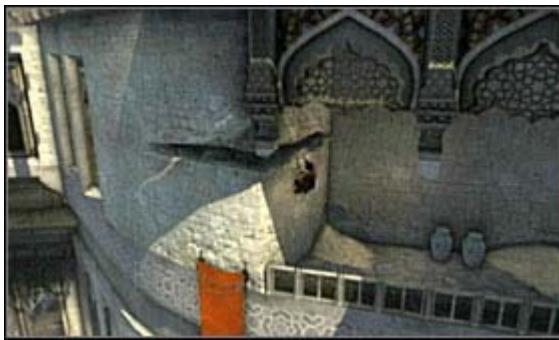
The astrolabe will begin to turn. Once its fragment gets near the terrace, freeze time, jump onto the yellow platform, afterwards onto the waterspout behind it and on the second platform. Let the time flow and once the mechanism turns round once, jump onto the ...



...half-opened platform. During the next turn, once the rings of the next platform match up, freeze time and jump onto it.



After the next turn, jump onto the next platform and then once again on the thicker part. The astrolabe will start moving again, so once the platform gets more or less opposite to the terrace with a barrier, freeze time and jump onto it.



After getting out of the room, jump towards the fissure in the wall and ride down the flag. Afterwards do a wallrun and you will reach another chamber.



Time to fight Ratash. Wait for the water spouts to appear, jump to the flag and ride it down. You need to have a good reflex, as the water doesn't fall down constantly and you need to freeze time only during the jump to the next spout. Eventually you will get attacked by a big group of sand monsters. Note that the big ones are equipped with steel gauntlets, so you need to trick them before dealing any damage. Let them hit the wall and then hit them from behind with the Power Attack. Once you get rid of everyone, you will be able to enter the trap-filled corridor.

The Throne Room



Run along the left wall onto the concrete arcade. From there, jump onto the next one on the other side of the chamber.



Get to the fissure and go right towards the flag. Afterwards you will have to jump onto a column and from it onto another one



From the columns, jump onto the rocks and climb up. The first phase of the fight with Ratash requires you to stand right next to him and dodge his attacks by rolling between his legs. As he attacks, roll behind him and use the Power Attack on his calf.



After a few times his health will fall and Ratash will kneel down. Quickly approach him from the front, press the jump button and once Prince's sword shines – the attack button. You need to get away from Ratash only during his stomp attack. Just roll or jump away so that the wave doesn't hit you. After such an attack, immediately get back under Ratash's feet.



Once Ratash jumps away, quickly go up the stones and jump to the platform where he is using the poles.



Once he jumps way again, once more quickly get to him by using, inter alia, the water streams. You will eventually fall down onto the arena. Fight off the sand enemies and use the same tactic on Ratash as before.



At some point Malik will stab Ratash with a sword [**Trophy – Not what it looks like**]. After the scene, go into the new corridor. If you didn't let the enemy hit you throughout the whole fight, you will receive the [**Trophy – Untouchable**].



Run through the spiked traps without stopping and enter the portal leading to Razia, who will grant you with the Flight ability.



You will have the chance to use your new power right after getting out of the portal. Get onto the plank. Jump into the pit in front of you, pressing the Flight button at the same time and you will immediately fly towards the enemies on the other side. The presence of an enemy is the requirement for using Flight. Do the same in the further part of the corridor. From now on you can start working on another trophy [**Trophy – This is Persia!**]. Instead of fighting normally, knock your enemies into pits. You will receive the reward after killing 20 of them.

The Terrace



Use Flight to get to the group of enemies and defeat them. Wallrun and press the switch to get to the further part of the terrace. Here you should jump onto the next switch and bounce off onto the pole. Hanging from it, turn towards the wall, jump, run upwards and jump again. You will get to the higher level.



Go along the wall and use the poles to get near the next group of enemies. Get to them using Flight.



Wallrun onto the switch and use Flight again while jumping off the second pole. After getting rid of the enemies, run up to the switch and immediately jump onto the pole.



Once you get to the crank, use it and you will ride down to the lower level. Wallrun all the time, activating the switches.



At the end of the climbing, jump onto the switch, bounce off onto the destroyed column, from there onto another one and quickly jump on the moving mechanism with a fissure.



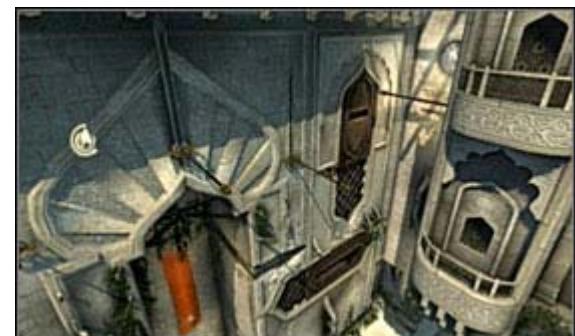
Eventually go up the stones and into a chamber, where you will have to fight a big group of enemies. Focus on the big ones, allowing them to hit walls while damaging the other ones and the using Power Attack on tem. This is also a good time to earn the **[Trophy – Attack from all angles]**. You have to knock down 15 enemies using the aerial kick – jump onto their soldiers and then press the kick button.



Jump onto the pole, activate the switch in the wall and then quickly move on right.



Bounce off the walls to activate another switch and again move quickly to the right to get onto the mechanism before it moves away. Jump onto the third switch and get to the opposite mechanism.



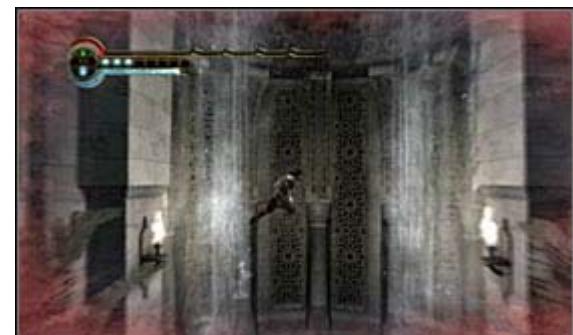
Press the fourth switch and immediately bounce off towards the pole coming out of the wall.



Ride down the flags – once you're at the bottom of each of them, jump towards the next one. While jumping off the last one, use Flight to get to the group of enemies.



A quite hard trap-filled room awaits you. You have to get the timing right and jump above the spikes while they're at their lowest position. A bit further you will meet a new enemy, who will be tossing exploding orbs at you.



Wallrun to the other side. Afterwards stand on the switch and freeze time. Bounce off the water cascades and get to the higher level.



Jump onto the stream, turn towards the wall, jump and bounce off onto the higher stream. Eventually you will reach a garden. You will also encounter a new type of enemy. Jump in his direction and use Flight.

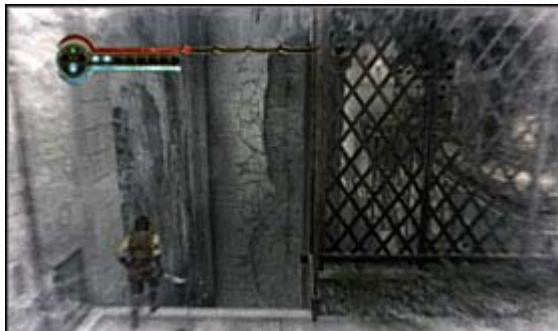


Jump right and use the wall to get onto the lever.

The Rooftop Gardens



Jump off the lever onto the wooden platform and run round the garden.



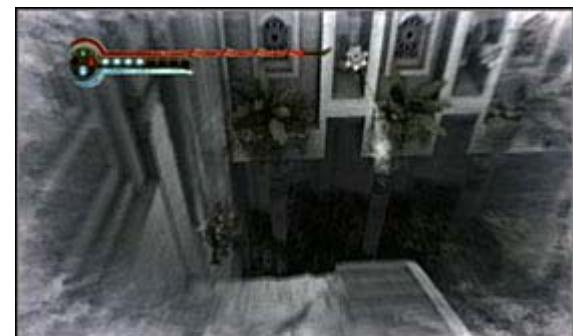
At some point you will see an enemy which you can't eliminate directly. Freeze time, begin running along the cascade, jump right at the last moment and use Flight.



The next lever will unlock the further part of the gardens.



After the scene with Malik, begin sliding down the ramp. Jump at the end and use Flight.



Jump onto the next pole and run round the gardens again.



A bit further, use the waterspout to jump onto the hexagonal arena, where a larger fight awaits you.



Afterwards use Flight.

The Aqueducts



Slide down the ramp and jump onto the waterspout.



Jump towards the water stream, jump off the wall and get to the second, upper one. Follow fissures and stones in the wall to move higher.



Run towards the door and jump towards the waterspout. From there, jump towards the enemy and use Flight. Slide down the ramp while staying near the wall to safely run along it and jump towards the next waterspout.



Jump from one waterspout to another and climb up the last one. Get down to the bridge, which will get destroyed in just a bit.



Get to the enemy using Flight and go pass the corridor with swinging axes.



At the second part of the level you will meet the sand vultures for the first time. Jump towards the first one. The Prince will grab onto it and then you need to jump towards the next ledge. If you'll hold onto the bird for too long, you'll fall down.



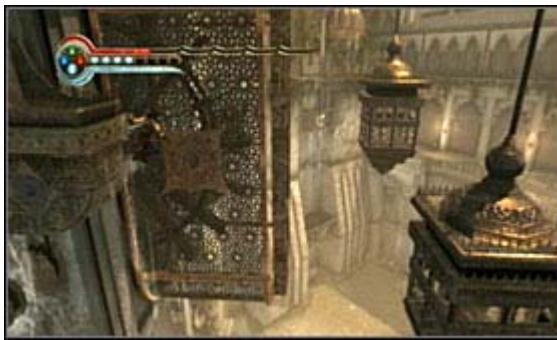
Act similarly in the further part of the level, helping yourself with Flight.



Defeat all the enemies on the arena and jump onto the vulture again.



Move along the wall until you reach container with water. Once one of them gets onto your level, quickly jump towards it.



Begin going round and jump onto the cage. Wait for the cage to move up and jump onto the next one.



From the cage, jump onto the next container and then towards the stones.



Jump towards the vulture and then the cage. From the cage, jump onto the wall, run up, bounce off and use Flight to grab onto the next vulture.



Go through the trap-filled corridor.



Eventually run up the wall, freeze time and jump off to get to the higher level.

Solomon's Tomb



The second fight with Ratash is identical as the first one for the most time – attack his calf with the Power Attack.



Once Ratash flies up, quickly go behind the fragment of a wall to avoid damage. Afterwards jump onto the vulture once more.



Finish the fight with Ratash; slide down the ramp while keeping to the left side and jump towards the side corridor. After the fight you will receive the **[Trophy – No longer human]**.



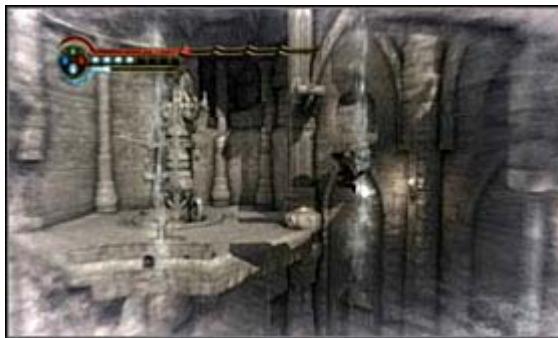
Begin climbing up the chimney-like thing while avoiding the saws.



Go through the spiked narrowing and slide down the ramp while keeping to the right side.



At the arena, you will meet a new type of enemy – sand beetles. As they appear in large numbers, this is a good opportunity to earn one of the elemental trophies. After defeating the enemies, approach the totem-like monument and turn the crank so that the spear is whole again. Help yourself by freezing time, thanks to which the totem's arms will get blocked. After you set it right, stairs leading to the next totem will appear. Turn the crank clockwise twice, freeze time and turn it the same way once more.



You can get to the last totem using the waterspouts. Turn the crank clockwise once, freeze time and turn it anticlockwise once. Let time flow again and turn the crank clockwise once. Freeze time once again and do it clockwise once one more time. Not let it flow and turn the crank clockwise twice. Freeze, anticlockwise once. End with a triple, clockwise turn.



Slide down the ramp while staying close to the wall.



Ride down the flags and be careful, as you only have a fraction of a second to make a proper jump.

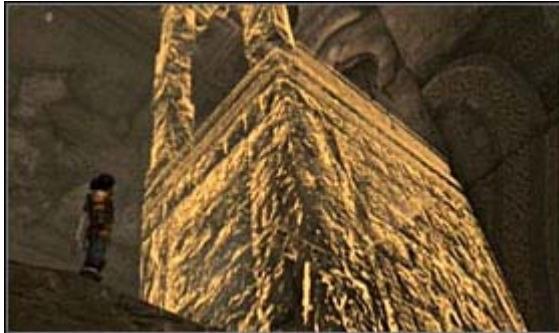


Get through the trap-filled corridor.



Enter the portal and Razia will grant you with the Recall power, which allows you to activate old elements of a location; however do remember that only one element at a time can be active. Use your new ability to get through the corridor.

The Ruins of Rekem



Activate the wall fragment with the proper button and run up it. [\[Trophy – Welcome to Rekem\]](#)



After the scene, you will have to fight a big sand monster and a dozen of smaller ones. Focus mainly on the big one – use the same tactic as during the fight with the throne room boss. His attacks will also damage the others. You can also focus firstly on the smaller enemies and then focus on the bigger one, with no one there to disturb you. Once he's left with half of the health bar, he will kneel down. Run to him from the front and press the jump button and once the Prince's sword shines – the attack button.



After the fight, Razia will activate another invisible fragment of the old walls. Run up it and jump towards the pole. Afterwards keep jumping from one to another.



From the last one, jump onto the wall and run up to the fissure. Move on and then pass through the middle of the room while successively activating the fragments.



From the last column, jump onto the beam. The road towards the exit leads right. If you go left and further down the corridor, you'll find a sarcophagus. Either way, you'll end up on a platform to the right of the locked door. Wallrun, activate the switch and ride down the flag to the ground. Go through the door.

Rekem's Throne Room



After the cutscene, deal with all the enemies. To the right of the throne you can find some brick sticking out of the wall – climb up using them.



From the stones, jump onto the poles. Once you reach the beam, turn the camera until you notice that this way you can get onto the upper terrace.



Roll under the crate, jump onto the fissure to the left and move to the left side of the room. Jump down, run up the crate and jump onto the lever, which will move the throne and reveal a passage. Go down the wall.



Go down the passage by the throne using the rocks. The traps in this corridor are very hard and require perfect timing. Very carefully watch where the blades are going.



Defeat the sand beetles and move on using the water streams.



At the spot where the water falls down vertically, approach the wall, freeze time, run up and jump towards the cascade. Run up and jump again to reach the higher level. Once here, freeze time again, wallrun along the water and jump towards the next platform.



Another fight with a mini-boss – use exactly the same tactics as during the earlier fight. The passage to the further part will open once you defeat him.

Sacred Fountain



Before Razia opens the passage to the next room, you have to deal with the enemies. If you want to end the fight as quickly as possible, take care of the summoners in the first place.



The corridor is filled with spikes poles moving through it. It's best to jump over them, when the time is right. Eventually jump between the wall and frozen water to get to the higher level.

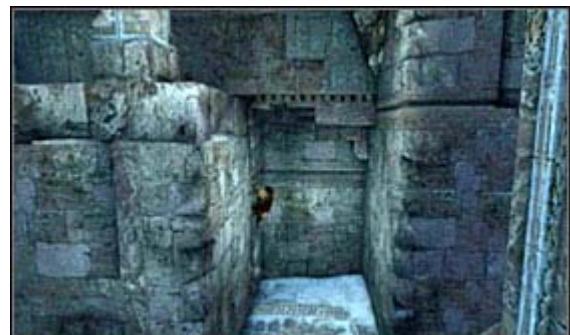
The Rekem Reservoir



Get to the right side of the room using the columns. Successively activate the pipe fragments and move on using the waterspouts.



Once you're below, san vultures will appear. Activate the wall fragment between the two cascades, jump towards the bird and then use Flight.



From the bird, you can jump onto the columns. Jump from one to another and eventually you will reach a platform with a lion carving. You can get even higher by bouncing off the walls on the right.



There's a quite hard to pass during the first time corridor with spikes logs swinging on ropes. Jumping over them while they're in their lowest position is by far the best method.



The last part of the level consists of eliminating the enemies and sliding down a spiral ramp. Try to keep close to the wall, so that you can perform a wallrun when needed.

Solomon's Hall



Defeat all the enemies on the big arena.



Afterwards find a niche with a waterspout next to it. Jump off the wall and onto the column and then on the terrace surrounding the hall.



Bounce off the walls in the niche while switching their existence in present time – once you're on top, take the stairs to the locked door. Go left, wallrun and grab the columns hanging from the ceiling.



Use the columns and a pole to get to the crank. Turn it twice so that the statue turns 180 degrees and faces the door on the other side. Stand on the switch, freeze time and quickly get back through the opened door before it closes again. Remember not to let go of the time freeze button, as you'll have to begin everything from the beginning in such a case.



You will find the wanted sword in the newly opened room. Move on through the corridor. Don't stop on the spiked trap, run across it.



Time to meet with Razia for the last time. She will grant the sword with the needed power **[Trophy – Power of the Djinn]**. From now on one swing is enough to kill pretty much every enemy, with a little exception of the shielded ones – the first hit will only make them expose themselves and the second will finish them off. The mini-boss enemies will also start falling down like flies.



After the fight towards the next ledge, jump towards the beam in the wall and move on.

The King's Tower



Run along the wall and jump towards the beam. Higher up you will have to perform a similar manoeuvre, this time towards a column.



At this spot you have to carefully switch between the visible wall fragment in order to bounce off them and get to the ledge in the distance.



From there jump from one bird to another and move on.



Eventually jump onto a broken plank and you will end up in a corridor filled with traps. Dodge the first one while sticking to the wall, right behind the moving spiked log. The further traps also have a rather easy move pattern, which will allow you to dodge them rather easily.

The Palace



Jump onto the switch and run through the closing door. You will end up in a corridor with three summoners on top summoning sand beasts below. Fight with them until green experience orbs keep falling out of them.



Once the orbs stop appearing, Note the two opposite switches. Jump on both of them and you will be able to go upstairs to deal with the summoners.



Move on while killing the enemies and using Flight.



Bounce off the walls to activate the switch. Jump onto the highest plank and then onto another to quickly get out of the corridor before the passage closes.



Jump onto the chandelier which will fall down after a moment. The enemies below will be a piece of cake.



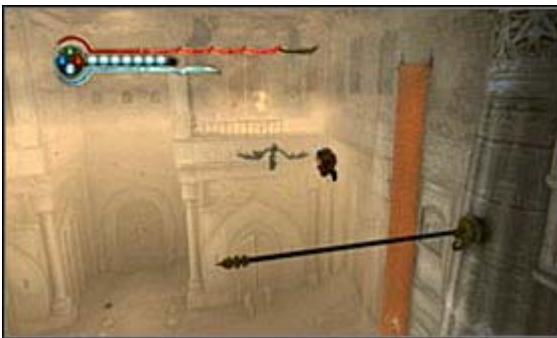
Jump between the poles along the wall, activate the switch and jump onto the higher level.



Quickly run onto the switch, bounce off, fall down a bit and jump towards the corridor.



Stand on the switch and freeze time to get higher using the water.



From the pole jump towards the bird, followed by a jump onto the level with the crane – turn it to unlock the first part of the door blockade.



Do the same in the right part of the room.



Just one more trap-filled corridor now. You have to sense the timing by each of them, however try to stick to the wall once by the swinging axes.

Final Climb



Stand on the switch to activate the cascades. If you don't have enough health, you can break the vases in the room, but might not be worth the time considering the difficulty of getting out of the room. Stand between the cascades and run up the one on the right. Stand bounce off and jump onto the nearby pole on the left.



Afterwards jump onto the cascades, go pass the first one, freeze time, bounce off, let the time flow and get to the terrace fragment.



You have to jump similarly between the next cascades, until you reach the switch on the upper floor.



Stand on the switch and jump between the cascades to the other side of the room.



You will have to deal with a large group of enemies. It's a great occasion to take a moment and, if you haven't before, kill 50 enemies without receiving any damage or reversing time to get **[Trophy – Sand Nemesis]**.



Run up the cascades and start going round the room. From the stones, run behind the cascades and jump towards them. Of course you have to manipulate the time so that you go through some of them and bounce off of others.



While upstairs, use the vultures to move on.



The last stage consists of fighting the enemies and a bit of acrobatics in between sliding down ramps and grabbing vultures.



Eventually you will get to a platform on which you will fight Ratash for the last time **[Trophy – Eye of the Storm]**. Above all, you have to learn his movements, as it's the only way to know to which part of the platform you need to move. Attack the medallion on his chest only once he rests both his hands on the platform or hits it with one hand. In the meantime you can kill the sand monsters to regain health. Once Ratash starts shooting small lighting, just run round the platform. Once he's got almost no health, he will move back. Jump towards the vulture and enjoy the ending **[Trophy – End of the Army]**.

Sarcophaguses

The Stables

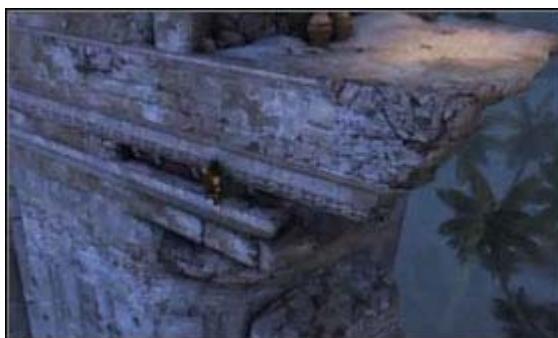


After you go through the room with the crank, you will find yourself in a round room with motionless soldiers turned into sand figures. Look up and you will see a plank. Run up the wall with sticking out stones and jump to grab it. Once on the plank, jump onto the stones, climb up and you will find the first sarcophagus **[Trophy – Power Boost]**.

The Palace Courtyard



The sarcophagus can be found in the room with the mechanism opening the path to the further part of the fortress, where the Prince will face the first boss. A simple jump is enough to get to it.



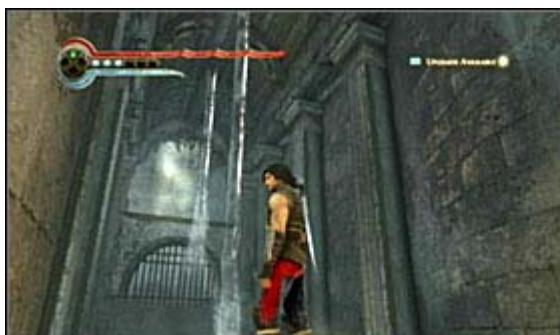
As you come across the spiked floor for the first time, run almost till the very end while passing by a group of enemies in the tower. Near the place with something resembling a sewer windowed, approach the edge, lower yourself and start moving right till the end.

The Prison



Once you get through the fragment in which you were running behind the crate with arrows shooting from the walls, stop right behind the crate. Jump onto the stones sticking out of the wall here and get onto the fissure above. From there head right, to the room with the sarcophagus.

The Sewer



By the exit from the first part of the room, jump onto the waterspout and climb it almost to the very ceiling. Turn the camera and you will see the sarcophagus.

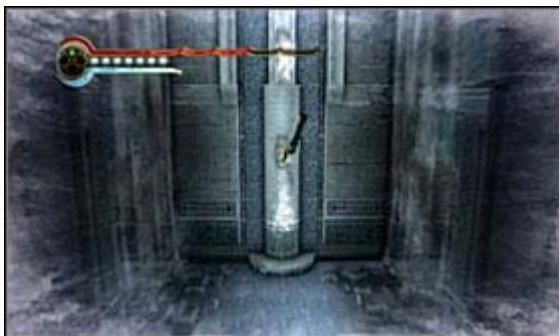
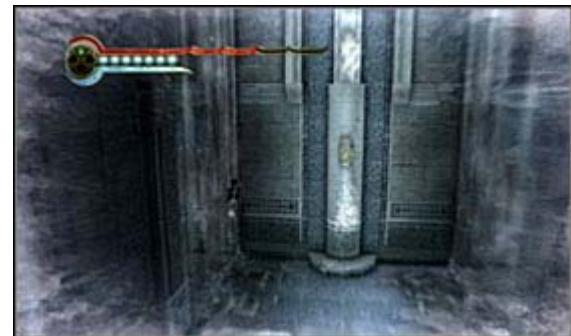


At some point you will reach a curve with an empty pace and a beam behind it. The sarcophagus is at the end of the corridor.

The Royal Chambers



In one of the rooms, after a fight, you should be able to find two switches in the wall. Go up the waterspout, jump onto the first one and bounce back on the column. Do the same with the other switch and a passage leading to the sarcophagus will open.



After the fight in the room with a small fountain, run towards the water cascades. Freeze time and bounce off the water towards the beam. Next jump onto the water again, run up and grab the water stream. Turn towards the already visible sarcophagus and jump while letting time flow thanks to which the Prince will grab the ledge behind the waterfall.



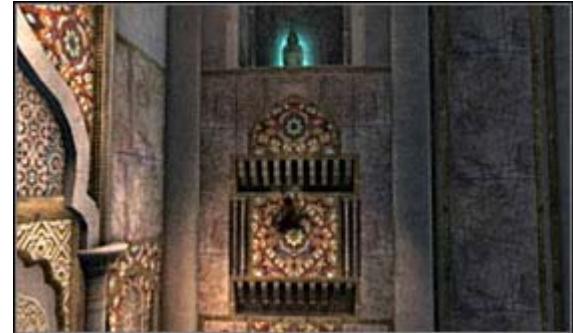
After one of the fight you will find yourself near something resembling a moving waterwheel. Jump up to the fissure and instead of running below the wheel, run up and grab the stones. Jump onto the beam and then towards the fissure in the wall. You will see the sarcophagus.

The Throne Room



Right after entering, before you go to the middle, note that there are stones sticking out of the wall to the left of the entrance. Go up them and jump onto the water streams to get to the sarcophagus.

The Terrace

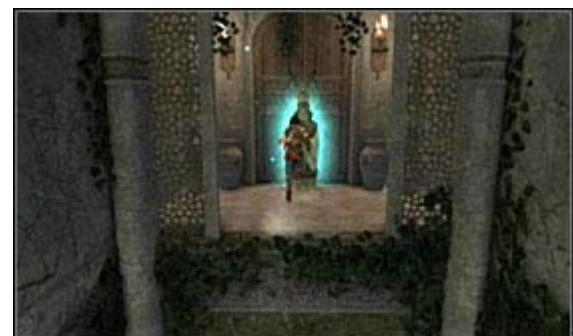


After a long ride down the flags you will begin a fight beside an ornamented part of the wall. Jump onto it to get to the sarcophagus.

The Rooftop Gardens



The first sarcophagus is visible without having to turn aside from the main road. It's just standing behind some plants.

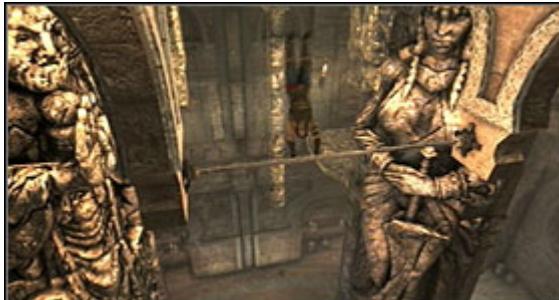


The second sarcophagus is accessible from the big arena on which you will find yourself in the further part of the level. After you defeat the enemies, look around and you will see that nearby there is a niche, behind a cascade, Jump onto it – the sarcophagus is behind the waterfall.

The Aqueducts



In the spot where Malik finally turns into Ratash, don't immediately jump onto the vultures. Go to the left edge and you will see water stream coming out of the wall. Use them to get lower and you will find the sarcophagus behind a waterfall.

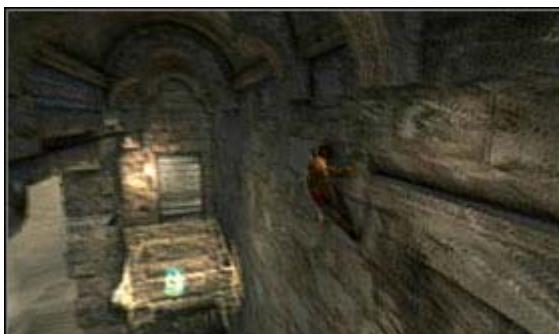


Jump through the middle of the room and you will get to a column hanging from the ceiling, from which you have to jump onto the plank sticking out of the wall. There are stone ledges both sides, which you can activate with the Recall power received from Razia. Activate the left one and jump onto it. Enter the corridor – the sarcophagus is at its end.



Right by the exit from this level, you will find yourself by a door which can be opened with a switch above it. Instead of climbing up, look to the left. There is a sarcophagus behind the cascade. Jump there and destroy it.

Rekem's Throne Room



After you defeat the enemies, jump onto the stones to the left of the throne. Use the beams to jump towards the end of the wall and then go left. Move along the wall until you reach a quadrangular column, which you can use to get down to a transparent fragment (which you of course have to activate). Once you're on it, use Recall again and you will fall down, right next to the sarcophagus.

The Rekem Reservoir



While standing on the arena, you will see two waterfalls. Jump behind the one on the right and then roll through the hole in the wall.



Jump between the columns above the arena and you will reach a terrace with a relief. Go left and you should notice stones you can use to get down. Move on left and you will reach the sarcophagus.

Solomon's Hall



Find the switch on the wall. Jump onto it and immediately bounce off onto the water stream. Jump to the next one and then to a fissure in the wall. Move right, run onto the switch and immediately jump into the camera direction. Run towards the closing door while performing a jump once. You won't make it without it.

The King's Tower



You will reach the sarcophagus without any problems by jumping between the sand vultures. After destroying the sarcophagus, you will receive the [\[Trophy – Got Walkthrough?\]](#).

Trophies

Sand Master	Unlock all other trophies
Memories of Azad	Reach the thick of the battle
A Warm Welcome	Catch up to Malik
Solomon's Army	Release Solomon's Army
Just us and them	Close the fortress gates
Not what it looks like	Defeat Ratash
No longer human	Suffered defeat at Malik's hands
Welcome to Rekem	Arrived in Razia's city
Power of the Djinn	Razia becomes part of sword
Eye of the Storm	Reach the final fight
End of the Army	Complete the game
Prince of Tides	Complete the Enemy Tides Challenge
Power Boost	Find and break a sarcophagus
Got Walkthrough?	Find and break every sarcophagus
Completist	Completist
Anger Management	Break 100 vases and sarcophagi
Sand Nemesis	Kill 50 enemies in a row without being hit and without using upgrade powers or the Power of Time
And King of Blades	Kill 500 enemies with the sword
Acrobat	Jump on enemies 30 times in a row without falling or using the Power of Time
Like Dominoes	Knock down 5 enemies with one kick
Floors are for losers	Wall run for a total of 1/2 mile (805 meters)
Stay Dry	Move on solidified water for 1 minute without using the Power of Time
Untouchable	Defeat Ratash in the Throne Room without taking any damage
Death from Above	Finish off 10 enemies in a row using only the Aerial Slash

Invincible	Finish the final battle against Ratash without taking any damage
And stay down!	Use the finishing lunge 20 times
Air Time	Perform 20 Aerial Slash attacks
David and Goliath	Finish 5 titans with the Aerial Slash
This is Persia!	Kick 20 enemies off of ledges
Attack from all angles	Knock down 15 enemies using the aerial kick
Swift as the Wind	Defeat 30 enemies using the Power of Flight
Big Finish	Defeat an enemy by doing a power attack in the fifth ht in a combo
Elemental Control	Upgrade one power to level 4
Ding! Level Up!	Purchase your first upgrade
Close Call	Save the Prince's life by using the Power of Time
Not how it Happened	Use the Power of Time 20 times
Prince of Fire	Defeat 50 enemies using the Flame Trail
Prince of Earth	Defeat 50 enemies using the Stone Armor
Prince of Water	Defeat 50 enemies using the Ice Blast.
Prince of Wind	Defeat 50 enemies using the Whirlwind

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