

1. Graphics – Pretty simple backgrounds, but they set the mood. Dark dungeons, traps, and guards look cool for the time.
2. Animation – Super smooth. The Prince's jumps and sword moves look way more real than most late 80s games.
3. Gameplay – Mix of platforming and sword fighting. Timing is everything, miss a step and you're done.
4. Level Design – Maze-like. Lots of traps, pressure plates, and guards. You've got to figure out the best path fast.
5. Sound – Not much going on. Just basic effects, no big soundtrack unless you play a later version.
6. Story – Classic rescue mission. Save the princess from the evil vizier before time runs out. Simple but works.
7. Difficulty – Brutal. One wrong jump and you're dead, plus the whole game has a 60-minute timer.