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PRINCE OF PERSIA®



FROM
AN
ORIGINAL
GAME
DESIGN
BY
JORDAN
MECHNER



TENGEN

MANUFACTURED FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

**WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

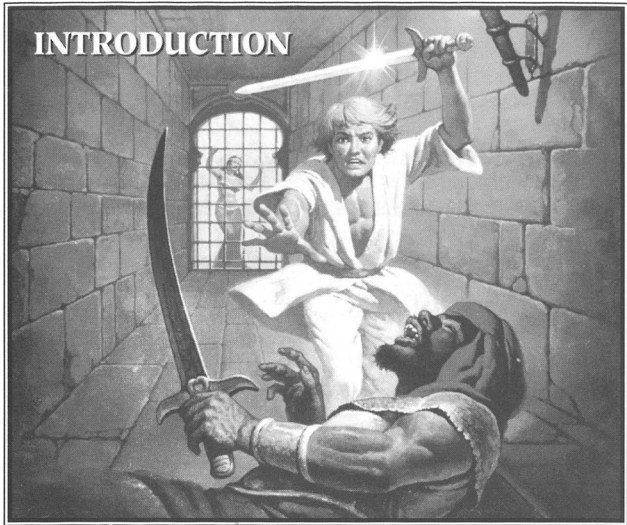


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INTRODUCTION



In a time of darkness, while the Sultan is off fighting a foreign war, 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. As an adventurer from a foreign land, innocent of palace intrigue, 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 dungeon.

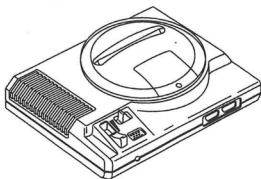
As for the Princess, Jaffar gives her a choice, and an hour to decide. Marry him — or die.

Locked in her room high in the palace tower, the Princess rests all her hopes on you. For when the hot sands drain from the hour-glass, 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.



STARTING THE GAME

1. Set up your Sega Genesis System as described in its instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis console.
3. Turn the power switch on. In a few moments the title screen appears.
4. Press the Start Button on the Genesis Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on again.



Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

HANDLING YOUR CARTRIDGE

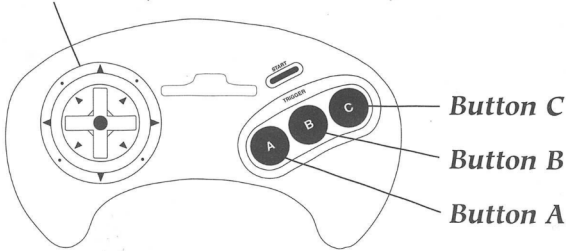
- The Sega Genesis Cartridge is intended for use exclusively with the SEGA™ GENESIS™ SYSTEM.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



TAKE CONTROL

D-Button (Directional Button)



RUNNING, JUMPING AND CLIMBING

To turn around: Press the D-Button to the left or right.

To run: Press and hold the D-Button in the direction you want to go. Release to stop.

To take careful steps: Hold down Button A and press the D-Button 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 forward: When you are standing still, push Button B and press the D-Button in the direction you want to jump. You can jump further by getting a running start. before jumping over a chasm. Press the D-Button to start running and while running press Button B to jump.

To climb up onto a ledge: Stand facing the ledge and press the D-Button straight up. If necessary, use careful steps to position yourself just below the ledge.



To climb down from a ledge: Step up to the edge using careful steps, turn around, then press the D-Button down. To hang from the ledge, press Button A and hold it down. To let yourself drop, release Button A. Any time you jump or fall off of a ledge, you can grab onto it by pressing Button A. Remember — when you release the buttons, you will let go of the ledge.

To duck: Press the D-Button straight down. Release it to stand up.

To pick something up: Stand next to it and press Button A.

SWORD FIGHTING

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

To strike: Press Button A.

To advance: Press the D-Button in the direction you're facing (towards your opponent).

To retreat: Press the D-Button away from your opponent.

To block your opponent's strike: Push Button B 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: Press the D-Button 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.



LIFE AND DEATH

The row of triangles in the bottom left corner of the screen indicate your current strength. Every time you get hurt, you lose one unit of strength. When the last of your strength disappears, you die.

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 triangles in the bottom right corner of the screen. To kill an opponent, you need to take away all his strength units.

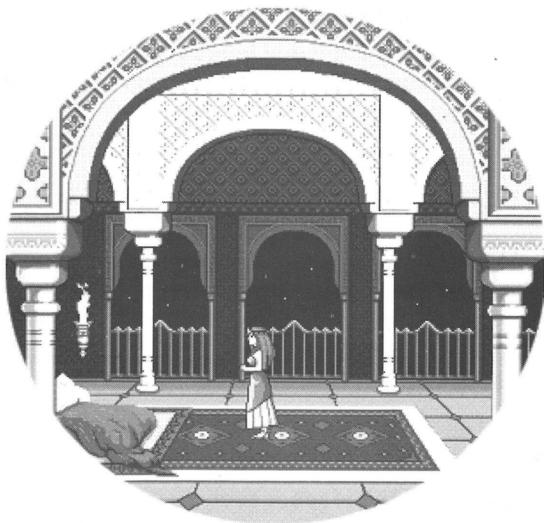
STARTING FROM HIGHER LEVELS

When you reach the end of a level, you will be given a password. To restart at this level in the future, follow the on-screen prompts and enter the password on the option screen.

ADVENTURING:

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

- ❖ The Princess is imprisoned in the palace tower. To reach her, you must find your way out of the dungeon, through the palace's main building, and up to the top of the tower.
- ❖ Generally speaking, the guards on dungeon duty tend to be the dregs of the Sultan's troops. The more capable men are usually assigned in the palace's main building. The very best of them — the deadliest swordsmen in the Sultan's army



— are kept for the elite honor guard in the tower. They are responsible for the permanent safety of the Princess and the Grand Vizier.

❖ 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 most. Knowing, as you do, that much of what passes for magic is more trickery and superstition, you are reluctant to take those stories seriously. Nevertheless, they don't do much for your peace of mind.



HINTS AND TIPS

- ❖ 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 might still be able to grab on to the opposite ledge by pushing Button A. Remember, when you let go of the 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 an occasional block with a strike.
- ❖ Learn to memorize different kinds of potions by sight. Some potions can be quite poisonous.
- ❖ 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.
- ❖ You never know what you'll find in a dungeon. Don't be afraid to explore, and to experiment. After all, you've got nothing to lose except your life!
- ❖ Be willing to play a level several times to get a good time. This will help you later when time becomes critical.

~~FORMIH~~

~~KJ KLAZ~~

~~LOZHZ~~

~~TSKEFC~~

~~AFOMZ~~

~~CKKAEY~~

TENGEN 90-DAY LIMITED WARRANTY

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Address all correspondence regarding this TENGEN game to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

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REPAIRS AFTER EXPIRATION OF WARRANTY: If your TENGEN game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, Attn: Customer Service, Milpitas, CA 95035-0782

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France No. 1,607,029; Japan Nos. 1,632,396/82-205605 (Pending).



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Tengen game, please call a **Tengen game counselor** at
(408) 433-3999

**Monday through Friday from
8:30AM—5:00PM Pacific Time.**

TENGEN

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