



XBOX 360

XBOX  
LIVE

The cover art features a central figure, the Prince, standing in a desert landscape. He has long dark hair and a goatee, wearing a dark, intricately detailed vest with gold accents and a large circular medallion on his belt. He is holding a sword in his right hand. The background shows a hazy, ancient city with domes and minarets under a bright sky. A red banner or cloth is visible in the lower right foreground, and a small, glowing orange figure is seen in the lower left foreground.

# PRINCE OF PERSIA

THE FORGOTTEN SANDS



UBISOFT

**WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning About Playing Video Games

#### Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

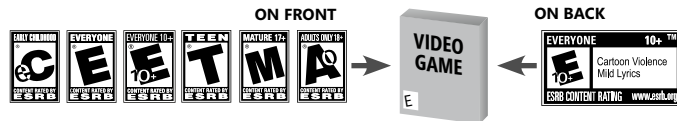
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

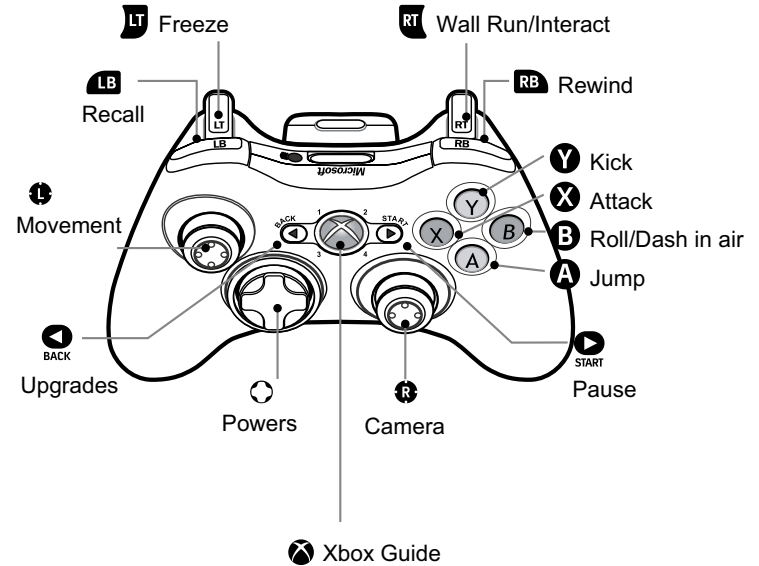
- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org).

## GAME CONTROLS

### Xbox 360 Controller



## XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## INTRODUCTION

The Prince has traveled across Persia, having been sent to visit his brother Malik, who has taken command of a contested kingdom at the edge of their father's territory. It is their father's wish for the Prince to learn leadership and battle skills from his brother – but when the Prince arrives, the kingdom is already on the verge of being overwhelmed by a much stronger enemy force.

Malik releases a legendary magical army that was said to belong to King Solomon. He hopes it will stop the invaders, but instead the army turns against Malik – changing his remaining people to statues, and causing a storm that threatens to overwhelm the palace.

The Prince and his brother are separated, but he finds help in Razia, a queen of the Djinn, who remembers the army's creation, and knows how to stop it. With her aid, the Prince must find a way to defeat the army and save the kingdom before sand covers everything.

## CHARACTERS

### The Prince



The Prince is the son of Sharaman, a great Persian king. He was raised as warrior and athlete, but until recently he had no experience in battle. Since his adventures in India, he has become a skilled warrior. Unfortunately, his adventures there have been forgotten by everyone but him, so his family still regards him as an untried youth.

The Prince is distrustful of magic, which he realizes often causes more problems than it solves. He is sarcastic, and enjoys commenting on the situations he finds himself in – even when he's the only one around to hear.

### Prince Malik



Malik is the Prince's older brother, and was a mentor to him when they were younger. As adults, the two enjoy teasing one another. The Prince still looks up to Malik and follows his lead, even when he's sure Malik is wrong. For his part, Malik is still protective of the Prince and doesn't think his younger brother understands exactly what good leadership entails.

Malik is a good leader, but stubborn. He has held this kingdom for years and refuses to give it up now. He will use any means necessary to stop the invading army – including magic he does not fully understand.

### Queen Razia



A queen of one of the tribes of the Djinn, Razia has stayed in the city for centuries; her magic protects the reservoir that keeps it an oasis in the desert. She remembers the army – and was there when it was sealed away. When she realizes what has happened, she appears to help the Prince – while partly blaming him for letting Malik release the army in the first place. Razia is regal and stern; she doesn't ask, she commands. The Prince isn't used to being treated as a servant rather than royalty, and resents it.

### Ratash



A Lord among the Ifrit in the time of King Solomon, Ratash rebelled against the compact between Djinn and Humans. He used his Djinn magic to create an army out of the desert sand, which quickly grew beyond his control. King Solomon and the leaders of the Djinn worked together to imprison Ratash and his army. Now that he has escaped, he is sending his army against humanity again.

## GAME CONTROLS

### Acrobatic Controls

#### Jump



To perform a basic jump, press **A** and move the left stick in the direction you wish to jump.

#### Wall Run



The Prince can run along, or straight up, walls. To run along a wall, move the left stick in the direction you wish to go, and press and hold **RT**.

#### Wall Rebound



The Prince can leap back and forth between two walls that are in close proximity. To do this, wall run or jump onto one of the walls, then press **A**. Keep pressing **A** and jumping back and forth to reach the top of the wall. You can combine the wall rebound with a wall run to reach greater heights.

#### Climb



Protruding bricks indicate walls that the Prince can climb. To use them, simply jump or wall run to them, and navigate as usual.

#### Roll



The Prince will sometimes need to roll under low walls. Press **B** to roll forward, or move the left stick in any direction and press **B** to roll in that direction.

## Banner Drop



The Prince can use banners to descend along walls. To do this, wall run or jump to the banner.

## Fight Controls

As the Prince moves through his brother's palace, he will face many enemies. Here are some moves that will come in handy in a fight.

### Basic Attack and Combo

Press **X** to perform a basic attack. Chain five attacks together to perform a basic combo. The more attacks you do in a row, the more damage you will do with each hit.

### Power Attack

To perform a more powerful attack, hold **X** until your sword flashes, then release it. You can increase the power of any attack in a basic combo. The later the power attack occurs in the combo, the more damage it will do (i.e., a power attack on the first hit is weakest, while a power attack on the fifth hit will be strongest).

### Push/Kick

Press **Y** to push or kick enemies away and give yourself some space. You will push enemies that are closer, and kick enemies that are farther away.

### Jump and Aerial Slash

Press **A** to jump over or on top of an enemy. From here, pressing **A** again will allow you to jump to another enemy. Pressing **X** will perform an Aerial Slash on the enemy you've landed on.

### Roll

Move the left stick in any direction and press **B** to roll in that direction. This will allow you to move quickly through large groups of enemies and break them up.

### Finishing Lunge

This move will finish off enemies that are on the ground. To perform a finishing lunge, use the left stick to approach the grounded enemy and press **X**.

## Powers

Over the course of the game, Razia will grant the Prince some of the powers of the Djinn: time, flow, flight, and memory.

You may also upgrade the Prince's combat skills by collecting gold spheres. For more information on upgrading, see the section Upgrade Menu and Abilities.

### Power of Time

This allows the Prince to undo his movements in the game. To use this power, press **RB** to undo short stretches of time. Hold **RB** to undo longer periods. Each time you use this power, you will use up the power in one of your energy slots. For more information on energy slots, see the section In-Game Display (HUD).

### Power of Flow

This power allows the Prince to solidify water and use it to move around the palace. To stop the water, press and hold **LB**. An on-screen timer will count down, showing how long the water will remain solid. The water will start flowing again when the timer runs out, or when you release **LB**. The timer will refill as soon as you release **LB**.

### Power of Flight

This allows the Prince to leap across great distances when there is an enemy waiting. To use the Flight attack, jump in the enemy's direction and press **B**. The Prince will leap across the gap and attack the enemy on the other side.

## Power of Memory

This power allows the Prince to see parts of the city that have crumbled. To use the Memory power, face a faded piece of the palace and press **LB**. It will remain solid until you press **LB** again. You can only restore one piece of the city at a time.

### Ice Blast

Your attacks will create a wave of ice that damages enemies. To activate the ice blast, press left on the D-pad. As long as the power is active, you will release a wave of ice each time you attack. Activating this power will empty the energy from one slot in the HUD.

### Whirlwind

This allows you to create a whirlwind that pushes your enemies back. At higher levels, the whirlwind will also knock down enemies and inflict high damage. To release a whirlwind attack, press down on the D-pad. This power will use the energy from one slot in the HUD.

### Trail of Flame

Create a trail of fire that follows you, causing damage to enemies that touch it. You can also jump on enemies to set them on fire. To create the flame trail, press the D-pad to the right. This power will use the energy from one slot in the HUD.

### Stone Armor

This surrounds you with an armor of stone, which allows you to block attacks from enemies. To surround yourself with stone armor, press the D-pad up. This power will use the energy from one slot in the HUD.

## Spheres

Some sand enemies will leave behind spheres when they disintegrate. These can be used to restore the Prince's health or energy, or to upgrade the Prince's powers.

**Red Spheres:** These will restore the health meter.

**Blue Spheres:** These will restore the energy meter.

**Gold Spheres:** When you've collected enough gold spheres, you will be able to upgrade the Prince's powers.

For more information on upgrading, see the section Upgrade Menu and Abilities.

You can also find blue and red spheres in breakable vases throughout the palace. Gold spheres can be found in hidden sarcophagi throughout the palace, so keep an eye out for out-of-the-way spaces.

# MENUS

## Main Menu



**New Game:** Begin a new adventure. You will be asked to select a difficulty level (Easy or Normal).

**Continue:** Continue a previously saved game.

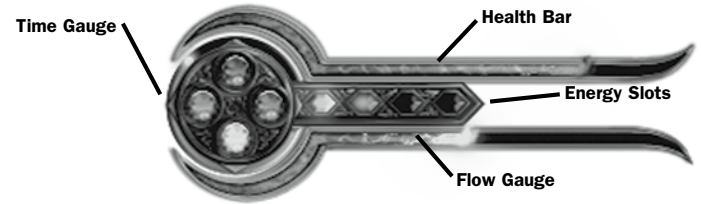
**Challenge Mode:** Complete challenges that will test your skills in various battle arenas.

**Options:** Adjust the sound, video, and other game controls.

**Extras:** Access game credits and other extras.

**Uplay:** Connect to Ubisoft's Uplay system to earn points toward extras in Prince of Persia The Forgotten Sands™ and other Ubisoft titles.

## In-Game Display (HUD)



The In-Game Display (HUD) includes four elements.

### Health Bar

The health bar appears at the top of the screen in red. It indicates how much health the Prince has left. You will lose health when hit in a fight, or when hit by traps. You can restore your health with red spheres.

### Time Gauge

The time gauge appears when you have gained the power of time. As you reverse, the gauge will empty. It will refill when you release **RT**.

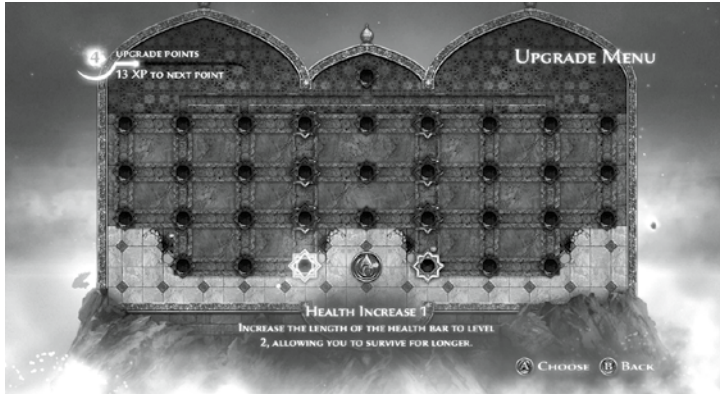
### Flow Gauge

The flow gauge appears at the bottom of your HUD once the Prince has gained the power of flow. It will gradually empty as you freeze the water. The meter automatically refills as soon as you release **RT**.

### Energy Slots

The number of Energy Slots you have controls how many times you can use your powers. Using the Power of Time, or any of the four upgrade powers (Ice Blast, Trail of Flame, Whirlwind, and Stone Armor) consumes the energy from one slot. You can restore your energy with blue spheres. You can increase your number of energy slots in the Upgrade menu.

## Upgrade Menu and Abilities

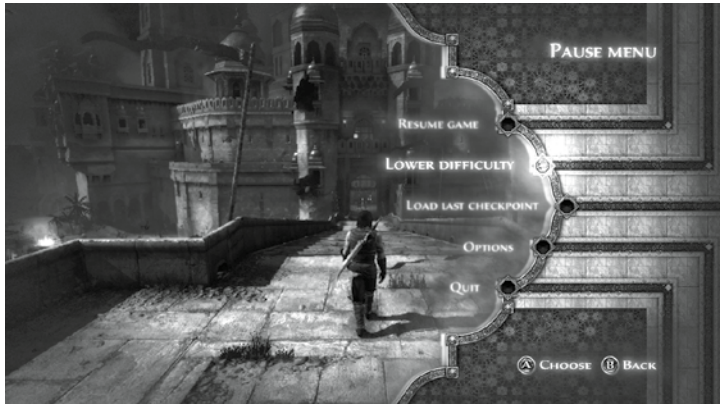


A message will appear on the main screen informing you that you can purchase your next upgrade.

Press **REC** to access the Upgrade menu. Here you can gain new powers, and upgrade the Prince's skills, Health, and Energy.

Use the left stick or the D-pad to navigate the menu. You will see the names and descriptions of each upgrade appear as you move the cursor over them. Powers you can purchase have a highlighted border. Powers you have already purchased are indicated by gems. Press **A** to select the powers you wish to purchase or upgrade. Press **B** or **REC** to exit the menu. You will be asked to apply or discard your changes as you exit the menu.

## Pause Menu



**Resume:** Return to the game as you left it.

**Lower Difficulty:** Switch from Normal to Easy difficulty. You will lose your progress from the last checkpoint. You cannot switch from Easy to Normal difficulty.

**Load Last Checkpoint:** Restart your game from the last checkpoint.

**Options:** Adjust the sound, video, and other game controls.

**Quit:** Exit your game and return to the Main Menu.

## UPLAY™

To launch Uplay, select the Uplay option in the Main Menu and press **A**.

### Uplay Rewards

Uplay offers in-game rewards for various Ubisoft games when you unlock achievements. For Prince of Persia The Forgotten Sands, you can gain points by unlocking the following achievements:

**Memories of Azad (10 Points):** Reach the thick of the battle.

**Solomon's Army (20 Points):** Release Solomon's Army.

**Not What It Looks Like (30 Points):** Defeat Ratash.

**Eye of the Storm (40 Points):** Reach the final fight.

You can use these points to purchase the following rewards:

**Prince of Persia The Forgotten Sands Theme:** A Prince of Persia The Forgotten Sands Theme for your Xbox 360. Once you have unlocked this reward, you can access it through the Xbox 360 Dashboard.

**Experience Point Boost:** Gives you enough additional experience for up to two new upgrades. You will see these points when you open your saved game and access the upgrade menu.

**Ezio Costume:** Play through Prince of Persia The Forgotten Sands dressed in Ezio's outfit from Assassin's Creed® 2. You can change to this costume by choosing it in the Extras menu.

**Challenge Mode Arena:** Unlock a new Arena in the Challenge Mode section. This arena will be visible the next time you access the Challenge Mode menu.

### Uplay Menu

Use the left stick to navigate in this menu. Confirm your selections with **A** and go back with **B**. Pressing **Y** will exit Uplay and take you back to the Main Menu.

#### Profile

- **View Profile:** Gives an overview of your actions in the games you played.
- **Change Quote:** Edit the quote displayed in your profile.
- **Change Icon:** Select a new icon.

#### Account Settings

- **Email and Password:** Edit your email and password.
- **Personal Information:** Edit your personal information.
- **Opt-ins:** Edit your preferences for receiving communications from Ubisoft and its partners.

#### Uplay Win Menu

Use the left stick to navigate in this menu. Validate with **A** and go back with **B**.

- **Actions:** List of all the actions available in the game(s) and how many Units are assigned to each. A checked box indicates an Action already completed. Pressing **A** on an Action explains how to do it.
- **Rewards:** List of all the available rewards and how many Units are assigned to each. A checked box indicates a Reward that you've already redeemed. Pressing **A** on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it.
- **Unit Balance:** History of all Actions completed and Rewards unlocked with a detailed balance of your Units. Pressing **A** on an Action/Reward opens up its description.

For more information, content, and options, visit [www.uplay.com](http://www.uplay.com).

## Register Your Game for Insider Access!

It's painless, we swear. Not to mention you'll enjoy all the benefits of registration, including:

- Exclusive first access to in-game content: maps, skins, and downloads
- A wealth of news updates and pre-release game information
- Community involvement through official forums and blogs
- Invitations to join private betas and preview upcoming game demos
- Access to an extensive library of game walkthroughs and help files
- So much more!

**Just go to [www.ubireg.com](http://www.ubireg.com) to get started.**

Thanks,  
The Ubisoft Team

### Prince of Persia The Forgotten Sands™

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