WARNING: read before using your PlayStation®2 computer entertainment 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, including games played on the PlayStation 2 console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
• This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
• 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 rest break during extended play.
• Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Prince of Persia The Two Thrones™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Basic Menu Controls
- Press the directional buttons to browse or cycle through the different options.
- Press the × button to make a selection, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen, canceling all changes.
Gameplay Controls

- **button:**
  - Prince/Dark Prince: Dagger attack; dagger plant
  - Prince: Speed Kill finish
  - Chariot: Attack enemies
  - Action (jump, roll, eject, climb on bar)

- **button:**
  - Prince/Dark Prince: Trigger Speed Kill
  - Prince: Secondary weapon attack; grab
  - Dark Prince: Daggertail attack; Daggertail swing; Speed Kill finish

- **button:**
  - Prince/Dark Prince: Climb down
  - Prince: Pick up weapon; throw weapon
  - Dark Prince: Spin Daggertail

- **button:**
  - L1: Rewind (hold); slow motion (tap)
  - R1: Special action (run on wall, push/pull, swing on bar, drink water); block (when enemies are close)
  - L2: Alternate view (landscape camera)
  - R2: Look (first-person camera)
  - R3: Reset camera

- **left analog stick:** Move the Prince
- **right analog stick:** Move camera
- **START button:** Pause/In-game menu

**THE STORY**

Our story begins just after the conclusion of Prince of Persia Warrior Within™.

The Prince of Persia makes his way home to Babylon with Kaileena, the enigmatic Empress of Time. But instead of the peace he longs for, he finds his kingdom ravaged by war. Cast to the streets, hunted as a fugitive, the Prince soon discovers that the Sands have tainted him. They have given rise to a deadly Dark Prince, whose spirit gradually possesses him...

**THE CHARACTERS**

**The Prince**

The Prince of Persia is back from the Island of Time, where he prevented the creation of the Sands of Time and rescued Kaileena, the Empress of Time. He eventually changed his fate and escaped death. He is now sailing to his homeland of Babylon, only to discover it ravaged by war and invaded by a powerful enemy.

**The Dark Prince**

The unexpected spreading of the Sands of Time as the Prince returns to Babylon has tainted the Prince and given rise to a deadly Dark Prince, whose spirit gradually possesses him. The Dark Prince is a corrupted version of the Prince: ruthless, reckless, and sadistic.

**Kaileena**

The enigmatic Empress of Time has been rescued from the Island of Time by the Prince. Together, the two of them left the Island and the past behind them, or so it seems until they arrive in Babylon...
PLAYING THE GAME
Press the START button to reach the Main Menu.

Main Menu
Use the left analog stick or the directional buttons to highlight the following options, then press the X button to select. Press the A button to go back to the previous menu screen.

- **New Game**: Start a new game.
- **Load Game**: Resume a previously saved game.
- **Options**: Access the Options menu to adjust various settings.
- **Extra Features**: Access the bonuses.

Options Menu
On this screen, you can adjust various settings for the game:

- **Sounds**: Adjust the balance of music, voices, and sound effects.
- **Display**:
  - **Tutorials**: Turn tutorial messages on/off.
  - **Blood**: Use this option to toggle blood on and off.
- **Camera**:
  - **Free Look**: Choose between Normal and Inverted.
  - **Rotation**: Choose between Normal and Inverted.
  - **Slow-Motion Cam**: Determine how often slow motion occurs during fighting sequences. Choose from Never, Seldom, Normal, and Often.
- **Controls**: Turn vibration on/off.
- **Language**: Change the language.
- **Credits**: View the game credits.

In-Game Menu
You can pause gameplay at any time by pressing the START button. This will bring up the following menu:

- **Continue**: Resume gameplay.
- **Options**: Access the in-game Options menu to adjust various settings.
- **Combo List**: Access the Prince and Dark Prince combo lists and their descriptions.
- **Quit**: Quit your current game and return to the Main Menu.

Saving
At specific points (water fountains) in the game, you will be prompted to save your game. First, you must drink from the fountain by pressing the R1 button.

Game Over
If the Prince or the Dark Prince dies in the course of gameplay, the following screen will appear:

- **Retry**: Resume the game from the most recent checkpoint.
- **Quit**: Quit your current game and return to the Main Menu.
Loading
To continue a previously saved game, choose Load Game from the Main Menu.

IN-GAME INTERFACE

Prince

- Life
- Weapons frame
- Sands of Time slots
- Power timer

Dark Prince

- Life
- Sands of Time slots
- Power timer

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

Dark Prince: Shows the Dark Prince's current state of health. The Dark Prince gradually but constantly loses health and must kill sand creatures and absorb their sand to replenish his health.

Sands of Time Slots
Shows how much sand the Prince or the Dark Prince has collected. Each use of a Time Power empties one or several sand slots. The sand slots can be refilled by passing close to sand clouds (dead enemies, breakables, etc.). Sand can also be collected at certain sand gates (see page 17).

Power Timer
Shows how much time is available to rewind. A full timer represents eight seconds.

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

THE POWERS OF TIME
Thanks to the Dagger of Time, the Prince has the ability to control time. He will gain more Time Powers throughout the game. The Dark Prince shares the same Time Powers as the Prince.

Recall
By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed. Press and hold the L1 button to turn back time. When you reach safety, release the L1 button to resume play. Each rewind uses one sand slot.
Eye of the Storm
The Prince is able to slow down time as he continues to move at the same speed. This allows him to defy speed-limited traps and to fight his enemies while they are slow and helpless. Tap the L1 button to use the Eye of the Storm attack during a fight. This will empty one sand slot.

Sand Winds
This power lets the Prince perform a strong ground attack that hurts all the enemies around him simultaneously. Press the L1 button while blocking with the R1 button. Each Sand Wind empties two sand slots.

Sand Storm
This power lets the Prince perform an even stronger ground attack that kills all the enemies around him simultaneously. This power requires more lead-time. Press and hold the L1 button for a few seconds while blocking with the R1 button. Each Sand Storm empties four sand slots.

MOVES

Basic Moves
The Prince and Dark Prince will automatically climb obstacles. When near a wall, they can also perform a vertical or horizontal wall run and rebound from the wall in the opposite direction. They can chain together rebounds to climb between walls or make diagonal rebounds to reach seemingly unreachable walls.

Diagonal rebound sign

Environment
The Prince and Dark Prince can interact with elements in their environment and perform attacks using these elements:

- Ledges: Climb, drop, lean, and rebound.
- Ladders: Climb and rebound.
- Columns: Climb, rotate, and rebound.
- Poles: Lean, drop, swing, and rebound. Climb on poles to jump up.
- Beams: Move, drop, and jump.
- Close walls: Climb up and down between them.
- Chain: Slide down and climb up.
- Curtains: Slide down and rebound.
- Plant dagger base: Stab the dagger in these to rebound, jump up, wall run, or drop.
**Dark Prince only:** The Dark Prince can interact with specific poles by using his Daggertail. This allows him to go to places the Prince cannot reach:
- Swing on poles with Daggertail.
- Chain Daggertail to poles and wall run from there.

**Mechanisms**
The Prince and The Dark Prince can also interact with mechanical elements around them:
- **Boxes:** Push and pull boxes to activate mechanisms.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince or Dark Prince hangs on them and rise again after they drop.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.
- **Dagger switch:** Use to activate machines.

**Dark Prince only:** The Dark Prince can use his Daggertail to interact with specific rings on walls to pull out blocks.

**WEAPONS**

**Prince**
The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific range of attack, and deals different amounts of damage. Additionally, each weapon class has a unique special attack.
Here are the most common weapons the Prince will find during his journey:
- **Primary weapon:** The Dagger of Time – for use with Time Powers.
- **Secondary weapons:** Swords – well balanced.
- **Secondary weapons:** Axes – heavier damage, low speed.
- **Secondary weapons:** Maces – grounding on strong attacks.
- **Secondary weapons:** Daggers – powerful for throwing.
The Prince can find and use a large number of secondary weapons during the game. They are all consumable, and they all have different attributes (strength, speed, and combo).

**Dark Prince**
The Dark Prince uses his Daggetail, a powerful mid-range, chain-like weapon, and the Dagger of Time. Unlike the Prince, he cannot collect any other weapon.

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**FREE-FORM FIGHTING**
The Prince and Dark Prince can master a variety of deadly advanced fighting techniques. They can take advantage of the environment (ladders, pillars, walls...) and use their superior agility to gain the upper hand on enemies.

For each action, you can create custom combo chains throughout the fight and develop a signature fighting style.

**Prince and Dark Prince Common Moves**

**Prince and Dark Prince Dagger Attacks:**
- Single Slash
- Double Slash
- Triple Slash
- Furious Slash
- Asha’s Fury (enemy on ground)
- Dagger Charge Attack (hold)

**Prince and Dark Prince Movement Techniques:**
- Rebound from Enemy (toward enemy)
- Aerial Slash (toward enemy)
- Landing Slice (toward enemy)
- Roll
- Roll Dagger Attack (direction)
- Escape Roll (lying on the ground)
- Stand Up Attack (lying on the ground)
- Wall Dive Attack (run toward wall)
- Wall Jump to Acrobatics (run toward wall)
- Angel Drop (vertical wall run)
- Angel Drop Finish (vertical wall run)
- Column Shredder (toward column)
- Block (R1 (hold))
- Counter Attack (R1 (hold) + )

**Prince Only**

**Prince Movement Techniques:**
- Jump Kick
- Aerial Backslash (toward enemy)
- Landing Steal Weapon (toward enemy)
- Stand Up Spinwheel (lying on the ground)
- Wall Spinkick (run toward wall)
- Bladewhirl Attack (vertical wall run)
- Column Spinkick (toward column)
- Counter Double Slice (R1 (hold))

**Prince Left Hand (Without Weapon):**
- Grab
- Grab to Boosting
- Grab Slice
- Grab Throw
- Steal Weapon Kill (A + C (weak enemy))
- Steal Weapon Dagger Kill (A (hold) + C (weak enemy))

**Prince Double-Weapon Techniques:**
- Rage of Darius
- Azad’s Furious Retaliation
- Mithra’s Vengeance
- Misery Gale

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14
Dark Prince Daggtail Combos:
- Breeze of Anguish: \(\triangle + \triangle + \triangle\)
- Winds of Torment: \(\square + \triangle + \triangle\)
- Blast of Sorrow: \(\square + \triangle + \triangle + \triangle\)
- Whirlwind of Pain: \(\square + \triangle + \triangle + \triangle + \triangle\)
- Storm of Anger: \(\square + \triangle + \triangle + \triangle + \triangle + \triangle\)
- Storm of Remorse: \(\triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle\)
- Twister of Penitence: \(\square + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle\)
- Plague Tornado: \(\triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle\)
- Oblivion Tornado: \(\triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle\)
- Typhoon of Torment: \(\triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle + \triangle\)

**SPEED KILL SYSTEM**

The Speed Kill system allows the Prince and the Dark Prince to perform very dramatic attacks that take down one or several enemies in a single shot.

**Detection System**

Enemies can detect the Prince or the Dark Prince by seeing or hearing them. If enemies detect you, the opportunity for a Speed Kill will be lost.

**Sand Gate Detection System:** If the Prince or Dark Prince is detected by the sand gate guard, the guard will activate the sand gate, which will bring in new reinforcements.

When all enemies around the sand gate are killed, you can collect Sands of Time rewards by pressing the \(\square\) button while standing on the sand gate. You will collect sand or one sand slot or one new Time Power, depending on the gate.

**How to Trigger Speed Kill**

When the Speed Kill is possible, you will see the corners of the screen become slightly white and you will hear a heartbeat. Press the \(\triangle\) button when this happens to start the Speed Kill.
**Prince:** When the Speed Kill is activated, you must press the button at the right moment, indicated by visual (black and white screen filter, shining dagger) and audio cues, to hit your enemy. Depending on the enemy, the sequence of actions will be different.

**Dark Prince:** When the Speed Kill is activated, you must press the button repeatedly. Depending on your enemies, the rhythm of actions will be different.

If the action is done right, the Prince or the Dark Prince kills the enemy. Otherwise, the Speed Kill fails and you will engage in Free-Form Fighting combat.

**CHARIOT RACE**

On occasion during the game, the Prince will drive a chariot in order to chase his enemies or reach faraway places:
- Use the left analog stick to move the Prince's chariot left and right.
- Use your chariot to push aside other chariots and crash them.
- Press the button to get rid of enemies who jump on your chariot.

**SPECIAL ITEMS**

**Sand Clouds**

Sand clouds allow the Prince and Dark Prince to collect sand that will be used to launch Time Powers. You can find the sand clouds on dead enemies and in some in breakable objects. Sands of Time will also restore the Dark Prince's life.

**Water of Life**

Drinking water from a fountain or other source will restore a wounded Prince to health. Press and hold the R1 button to drink until your life bar is fully replenished.

**Sand Collected**

Allows you to “buy” special artwork and videos from the Extra Features menu. You can see how much sand you’ve collected by pressing the START button at any time.

**Breakable Objects**

The Prince or the Dark Prince will discover hidden rewards in objects that they can destroy.

**Weapon Racks**

The Prince can find new weapons.

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**HINTS AND TIPS**

- Use the Speed Kill System whenever you can, even in Boss fights.
- Double Speed Kill is possible!
- Look out for the sand gate guard; he’s the only guard who can activate the sand gate and call for reinforcements.
- While playing as the Dark Prince, always be on the move and kill as many enemies as you can to stay alive.
- Don’t forget to block! You can even block arrows.
- During combat, use the Prince's athletic abilities to stay on the move and take advantage of his surroundings: walls, pillars, ladders, etc.
- Don’t forget to use your Time Powers to help you fight and avoid traps, even during chariot races.
- Use the first-person camera to look around, and the landscape camera to get a better idea of where you are.
- While playing as the Prince, always remember to pick up dead enemies' weapons.
- Don’t forget to break destructible objects - you may discover hidden rewards.

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Thanks,
The Ubisoft Team

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• Full product title
• Game console you are using

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You can also contact us by phone by calling (919) 460-9778 for our customers in Quebec we provide French language support at (866) 924-9515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are near your gaming system and have all of the necessary information listed above at hand.

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