



Le Introduction

The Prince is back in this third chapter of the Prince of Persia revival. After returning home from the Island of Time, not everything is how it should be. War and civil unrest have swept through the kingdom like last night's tacos. Restoring order before you're overcome by darkness is the name of the game, and it isn't going to be easy. That's why we're here.

New to Prince of Persia? Make sure you read our massive **Basics** section for tips on winning with style. Can't find all of the life upgrade? Try looking in our detailed **Walkthrough**. Nab all the vital things to complete your kingdom and defeat the dark force with ease, only with our complete guide.



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Le Basics

Dying is common in this one, so consider starting on a difficulty suited to you. Like Warrior Within, there are boss fights (enemies with lifebars). But unlike Warrior Within, this game requires the Prince of Persia to initiate a special "Speed Kill" (or 'Stealth Kill') procedure to subdue bosses. If not, the Prince will continue combat but never be able to kill the boss -- similar to God of War. And IGN knows how much trouble you people have with that gem already. Prince of Persia The Two Thrones is no exception but trumps it since you can Reverse Time and get a chance to undo your mistakes.

For all intents and purposes, all difficulty levels allow you to unlock some of the fantastic artwork in the game detailing chapters of the new Prince of Persia (or as UbiMontreal calls it, 'Persian Ninja'), if you take your time killing enemies and smashing objects for sand credits. On Hard difficulty, the Prince will only be able to make one fatal mistake in most boss fights -- on Easy, you can make a half dozen and still come out on top. IGN is not here to criticize your skills (does not apply if you post on our message board), so pick the difficulty that suits you. However, know that the harder the difficulty, the more you unlock. Clearing the game on Easy will not unlock much except for artwork!

Consult the in-game moves list for the full lists of moves Persian Ninja and Dark Persian Ninja may perform.

Left Joystick (STICK)

Gauges movement. Moves Persian Ninja accordingly across ledges, ladders, floors, walls, and the environment in general. The stick is sometimes not held to do an action (such as jumping) but rather tilted momentarily (and simultaneously) with the key involved. Make a note of that, or Persian Ninja decorates the concrete with bloody viscera.

Right Joystick (CAMSTICK)

Gauges the movement of the camera around Persian Ninja when normal view is used.

Primary Attack (PRIMARY ATTACK)

Engages the knife attack with the right hand. Persian Ninja will always have a weapon once enemies appear. Actions which require both hands (such as climbing or sidling) will prevent attacking.

Secondary Attack (SECONDARY ATTACK)

Attacks with a secondary weapon (Florentine style) or engages some off-hand or bare hand attacks. Like Warrior Within, double weapon combat is not complicated, but it is also ineffective. The best use of secondary attack is to throw enemies into chasms. It can't be done with all enemies (i.e., the dogs) but it is highly effective.

Exceptions to the rule - There are three exceptions to the secondary weapon -- first and foremost is the Dark Persian Ninja's Daggertail chain weapon, which is indestructible, long range, and lethal. The second is Sharaman's Sword, which is another indestructible weapon for Persian Ninja (normal form). Lastly, the red enemy sand portal sentry's weapon has the power to regenerate sand tanks over time (Sand Maker). When you come across one of these enemies, make sure to keep their weapon for as long as possible!

Speed Kill (STEALH KILL)

Secondary attack also allows Persian Ninja to instantly kill some enemies instantly. However, speed or stealth kills are also mandatory against bosses. If Persian Ninja fails in a speed kill exercise, the boss will survive and even regain a little life. Stealth kills on bosses are done in certain spots or attack windows -- for normal enemies, this occurs when Persian Ninja is in the right spot and if he is not detected by enemies. The stealth element in this game makes it like a tactical stealth game, but being able to reverse time will let you avoid some pitfalls like walking around a corner into ten billion enemies. If you happen to miss a stealth kill strike, reverse time and try it again. This is by far, the best use of reverse time in this version of Prince of Persia. Save sand tanks for this ability, or you will regret it. For Dark Ninja, simply press the secondary key rapidly and with a set tempo (depends on the enemy and the difficulty setting) and the stealth kill will be successful.

Bug Update - There was a widely reported "bug" that the Persian Ninja's dagger did not flare or the screen did not change colour for the stealth blow. This is not a bug. This event doesn't occur if you press the primary attack key prematurely (i.e., before the event occurs). Reverse time and try again. That will work almost all the time to remedy this problem (provided the power bar is available).

Jump key (JUMP)

Makes Persian Ninja jump off floors, walls, or other elements; he ascends in contact with other objects like beams/ledges. While standing a standing jump is possible over some pits. Jumping is used more often than in Sands of Time, so don't overlook it. When in doubt (and you have sand to spare), try a jump. When used in combat, the JUMP key allows Persian Ninja to evade all manner of melee attacks through agility. Don't play Persian Ninja like he was Enric the filthy Scotsman in *Die By The Sword* -- or you can expect to reload often.

Action key (ACTION)

Makes Persian Ninja pick up secondary weapons, throw them, and descend or drop off certain architectural elements such as beams, ledges, bars, chains, columns, and ladders. Persian Ninja cannot throw or pick up weapons while

navigating such construction elements since both hands are occupied. Additionally, Dark Ninja cannot use secondary weapons and simply uses this key to do a special circular whipping attack.

Block/Wall Run/Drink key (BLOCK)

Manages defend/wall-run/swinging as well as blocking during attacking and drinking from water sources. Persian Ninja can defend incoming normal attacks, whether they are melee or ranged. Powerful or magical attacks (i.e., a lorry at 80 kph) will not be defended; that's what Persian Ninja's acrobatics are for. Be aware that some bosses in the game have powerful attacks that cannot be blocked, or once they are, will remove the blocking animation unless BLOCK is released and held once more. BLOCK also determines Persian Ninja's ability to wall-run (he does it as long as the key is held). On bars, this allows Persian Ninja to swing on the object, gaining momentum with each cycle.

Weapon Clash or Deadlock

When attacking certain enemies with the primary attack, a weapon clash may occur. Press the primary attack key rapidly to win the deadlock and proceed to renew attack or defence afterwards. Some boss fights are only won during a weapon clash, while others use stealth/speed kill. Look up each boss or situation in the guide for more details.

Time key (TIME)

Operates time powers. This key allows Persian Ninja to use Empress Kaileena's love juices to initiate time powers. Time powers are triggered when this key is tapped or held, and some powers require certain other buttons to be used simultaneously as well.

Le Time Powers

Reverse Time (a.k.a., Rewind)

(... Hold TIME key ...)

This is the power that Persian Ninja will be relying on for stealth kills and general movement around the world. Reverse time basically lets you rewind up to about 10 seconds from your current state to a state of things previous. This means objects get reformed, life is regained, Persian Ninja flies back upwards (or downwards), enemies are revived, etc. Quite a unique power not seen in any other videogame out there! However, this power is limited by the duration of the power meter (the red bar on the HUD) that immediately starts draining upon Persian Ninja's death or when the ability of Reverse Time is used constantly.

For the most part, Reverse Time is best used for the ever unpopular stealth kills. If Persian Ninja misses an opportunity to strike an enemy, reverse time just enough to try it again. Note for some stealth kills, reversing time too much will unmake some of the previously successful hits, so use judgement when using this awesome power. Unless you are given to misjudging leaps and such, your sands of time are better used for reversing badly timed stealth kills instead of on falls and stuff you can avoid. This power also comes in handy against bosses or during chariot races, so when you think you can get away with reversing time, do it!

Slow Time (a.k.a., Eye of the Storm)

(... Tap TIME key ...)

This power is useful in open (non-stealth) combat and in moving around the world. Basically, time slows to a crawl while Persian Ninja moves at normal speed. This allows you to access fast shutting doors and get by traps that are too fast to bypass in normal time. Slow time is available only by the third sand portal, so expect puzzles to increase in difficulty there. The problem is this power and reverse time both use one sand tank. When trying to bypass a trap, make sure to do it well with Slow Time the first time since if Persian Ninja falls off, reversing time costs another sand tank and cancels slow time. This means to successfully pass a slow-time trap with one failure requires three sand tanks. Dying and retrying may be a better choice!

In combat when slow time is used, quickly press primary attack to mass up the damage -- if you want to expend your secondary weapon, do it as well. Needless to say, once you acquire Sharaman's Sword, you may not need to rely on slow time unless odds are really stacked against you. However, Dark Persian Ninja may find slow time useful in some fights where enemies are faster than he.

Sand Wind (a.k.a., Something Useless)

(... Hold BLOCK, tap TIME key ...)

This move is similar to the one in Warrior Within, and is almost as useless, since Persian Ninja often can slow time and simply throw enemies off into pits instead of relying on the this power. It knocks down enemies around Persian Ninja, but does not affect bosses. Once enemies are down, Persian Ninja can strike for more damage using the down strike. Instead, save the sand for slow time and toss enemies into the drink. However, this power may be of some use against the sand-sucking dogs -- if you knock them down, they cannot devour sand, and the dogs being prone lets Persian Ninja

kill them as they struggle to right themselves. This power costs two sand tanks.

Sand Storm (a.k.a., Something Useless #2, except maybe rarely on Hard)
(... Hold BLOCK, hold TIME key ...)

This move is similar to the one in Warrior Within, and is almost as useless as the weaker power above. It not only knocks down enemies around Persian Ninja, but kills them instantly (does not affect bosses). Since the consumption of this power is three sand tanks, you may only want to use it in the most dire circumstances. Also note that once the sands are drained, the power still needs a little lead time to unleash. Being knocked down will have the sands expended for nothing. It may only be useful in places where sand is plentiful (i.e., attacking a sand portal without stealth) or if enemies are too many.

Le Basic Movement Commands

The guide will refer to a lot of these basic commands as much of the game is simply geared towards Persian Ninja moving through an area using his basic movement skills. When the guide says, "descend the ladder, jump over, then ledge across the room", it pretty much sums up what needs to be done. Hesitating because you are uncomfortable or unsure of Persian Ninja's moves will simply get you killed when the obstacle courses get timed. Hehehehehehe.

Standing Jump (also: Normal Jump)

The standing jump is simply direction of the joystick (always forwards) and the JUMP key. This lets Persian cover a short gap and leaves him usually standing on the other side or if the jump is slightly short, Persian Ninja will cling to the ledge allowing himself to mantle. When there is no option to wall run, try a jump, as Persian Ninja will be doing much of that in Two Thrones. Jumps (of varying positions) may usually be done at the end of one of the following actions described below.

Wedge or Diagonal Jump (also: Spring Jump)

New for Two Thrones is the jumping wedge (always wall mounted) that launches Persian Ninja diagonally in the air. While this was accomplished in the past using a slanted wall, the wedge springboards in this game may be placed on any blank wall, allowing Persian Ninja to be launched diagonally almost anywhere in the game. Wedge jumps let Persian Ninja cross long gaps while airborne. Press JUMP when the wedge is collapsed and Persian Ninja takes care of the rest. Both Persian Ninja and Dark Ninja can do this move.

Rolling (also: Roll Under, Roll Through)

Persian Ninja can roll by moving forward and pressing JUMP. The roll occurs only when the floor is continuous and there is no gap or break (otherwise, the action results in a jump). Rolling places Persian Ninja at half his normal height, allowing him to roll under blade traps and certain log traps. Rolling does not make for invincibility, but makes him harder to hit. Rolling is used also to go past small openings. Note that Persian Ninja may not be able to roll forwards or backwards if enemies are nearby since he will automatically draw his sword, which changes his rolling animations to combat evasion animations. Kill all nearby enemies to attempt normal rolling once more.

Wall Bounce (also: Rebound Jump, Kick-off Jump, Triangle Jump)

Usually shortened to "bounce", this is basically Persian Ninja doing successive kicks-off-the-wall so he can ascend a narrow shaft. Bounce up using the JUMP key when Persian Ninja impacts the wall and he will kick off, hopefully to the opposite wall. A version of this, called the "delayed" or "long" wall bounce which Persian Ninja do the same move while in between a wide shaft so he may descend heights safely, is not used in this game. Dark Ninja can use this move as well.

Wall Run (also: Wallrun, Wall Ride)

Sometimes "wallrun". This is the crucial move of Persian Ninja which allows him to cross gaps to areas he may not otherwise have access to by regular means. Persian Ninja and Dark Ninja may do one of two wall runs (both which require smooth, uncluttered walls), the horizontal wall run and the vertical wall run. The horizontal wall run is used to cross over seemingly large gaps too far to jump across. A wall jump, wall bounce or other architectural element may be encountered at the end of a horizontal wall run -- Dark Ninja may be called to chain swing on some, while Persian Ninja may extend wall runs using stab points. A vertical wall run puts high ledges and other architectural elements into reach. Again, a wall jump or wall bounce may be done at the end of the vertical wall run, or in the case of Dark Ninja, a wall bounce followed by some heavy chain action.

Climbing (also: Ascend/Descend, Go Up/Down)

Persian Ninja may climb chains, ladders, and columns. he may change his facing on ladders and columns, giving him a new direction to go once he is on one. Persian Ninja may climb and descend each element and allow him various jumping off points to platforms of varying heights.

Swinging (also: Swing-off, Vaulting off, Swing off)

Persian Ninja may swing on bars. Dark Ninja may swing on bars and special latches for his Daggertail chain weapon -- there are two sorts of latches -- the torch anchor, which makes the Dark Ninja behave as he did in Warrior Within (rope

swinging) and a bar anchor, which lets Dark Ninja swing like Tarzan (pretty much the Sands of Time rope swinging). However, Dark Ninja uses the secondary attack for the chain maneuvers, which may take some getting used to.

Both Ninjas may squat on top of bars (as well as swing normally on them, although Dark Ninja almost never does) and jump again to reach higher bars, or descend (ACTION) to lower bars. Pressing BLOCK to wall-run starts the bar swinging animation. Note that Persian Ninja may only pass through angles on a bar when hanging, not squatting, on a bar. A jump while bar swinging (or when squatting on a bar) will result in Persian Ninja moving upwards in the direction of the swing or jump. A new bar, ledge/beam, or other architectural element must be the target, or expect to fall off and die.

Siddling/Balancing (also: Hand-Over-Hand)

While hanging on a ledge or bar, Persian Ninja may sidle across using hand over hand travelling. This allows Persian Ninja to go around an angled bend in the bar or ledge to face another direction for a jump. While on a beam (functionally a ledge without walls), Persian Ninja may pretty much balance or sidle across the beam/ledge to new areas. Pressing ACTION or being hit while balancing on a ledge/beam will cause Persian Ninja to drop to siddling. Pressing ACTION or being struck by an enemy while siddling on a ledge/beam or bar will cause a fall. Pressing JUMP while on a ledge/beam will cause Persian Ninja to mantle up.

Manipulate Object (also: Pulling/Pushing, Operating)

Some objects are operated when Persian Ninja lands on them (i.e., floor switches) while some require Persian Ninja to hold BLOCK while in conjunction with the joystick to operate. Boxes and crates may be pushed using this method, as can turnstile switches. Naturally, Persian Ninja will not be able to do this action when enemies are around, as he will attempt to defend blows.

Chain Grab

Dark Persian Ninja may grab onto some blocks using the chain by pressing secondary attack at the right spot. This basically pulls out a block Dark Ninja needs to alight on to move on. It's not terribly complicated, considering the Dark Ninja is constantly losing life. Once these blocks are extended, Dark Ninja may jump on them before they retract.

Rayman Chute

A new element for Persian Ninja was first seen in UbiSoft's Rayman Hoodlum Havoc, where the hero can place himself between two very narrow vertical surfaces and scale them. Persian Ninja may do this easily and Rayman Chutes are often one way paths leading down or two-way paths leading up. Persian Ninja and Dark Ninja may use this element equally, though Persian Ninja often encounters this due to the time involved.

Le Basic Architecural Elements

Vitruvius gave us *The Ten Books of Architecture*, IGN now gives you *13 Architectural Elements Of Prince of Persia*. You would do wise to learn from both, but for now, let's focus on the latter. There are thirteen major architectural elements in Prince of Persia Two Thrones:

1. Floor
2. Wall
3. Ledge-beam
4. Chain-rope
5. Ladder
6. Column
7. Bars and Pipes
8. Curtain
9. Springboard (Wedge)
10. Stab point
11. Rayman Chute
12. Chain anchor
13. Switch

Each of these elements makes up the environment the game exists in, and it is supremely important for novice players or those new to Prince of Persia (the new one, not the 8-bit ones) to accustom themselves to what each element does or they won't know what to do when floors start collapsing.



(ABOVE LEFT) Ground is considered safe unless the screen starts shaking.

(ABOVE RIGHT) Water interferes with wall running, so avoid being wet when wall runs are called for.

Floor and Ground

Whatever can be run across on is considered floor. Most of the fighting is done on floors and is the default element in the game. Some floors are considered "water" while others are considered "trapped". Water or flooded floors are places where Persian Ninja may rejuvenate his life. Additionally, water or flooded floors mark the end of the Dark Ninja sections, since the Dark Ninja cannot abide by fresh water. Trapped floors usually sport retracting spikes, but occasionally may be on fire or simply be bottomless pits. The collapsing type of floor is a hold over from Sands of Time.



(ABOVE LEFT) The horizontal wall run.

(ABOVE RIGHT) The vertical wall run.

Wall

Consider it a vertical floor, navigated using wall run, bounce, stab points and chain anchors. The only fighting done now will be stealth kills off walls. Some walls have traps on them, just as floors. Walls may also be "bounced" by pressing JUMP at the precise moment when Persian Ninja impacts the wall. Walls may also be traversed using Dark Ninja's chain to latch on a suitable anchor point.



(ABOVE LEFT) Balancing on a ledge-beam or beam-ledge. The two terms are used interchangeably.
(ABOVE RIGHT) Hanging (no jump available) on a ledge.

Ledge-Beam

A thin section of floor that can only be navigated by sidling or balancing. Ledges used to serve as ways to negotiate large vertical distances, but this is not the case in Two Thrones since the bar squatting move was added. Ledges still serve an important function since they blend in so well to the game world. Some ledges collapse or are trapped and retract, so quick movement (and Slow Time) will be needed to use these elements. 90 degree turns while hanging or standing on ledges can be done through sidling or balancing. Ledges that are in mid-air (not adjacent to any wall) are referred to as beams, but are functionally the same as ledges, except Persian Ninja may only jump off from the top of beams.



(ABOVE LEFT) Ladders can be found against walls or in mid-air.
(ABOVE RIGHT) Chains in the middle of the air are used mostly for stealth kills.

Chain-Rope

Chains are basically the old ropes from Sands of Time, but immobile. Persian Ninja may only ascend, descend, or stealth kill from these chains, nothing else. Chains are occasionally found hanging in the middle of a large space where a column would be out of place. Unlike a column though, the chain allows stealth kills to start. Once Persian Ninja is on a chain, he may only descend and drop off from it.

Ladder

Ladders allow ascent and descent in large areas. Ladders are still used as permanent structures -- very rarely will a ladder be removed or destroyed when it is expected that Persian Ninja will need to use it again. Persian Ninja and Dark Ninja may turn about the ladder by pressing left or right on the joystick. This flips Persian Ninja from one side of the ladder to the other.



(ABOVE LEFT) Columns may be climbed and rotated around on.
 (ABOVE RIGHT) Bars may be sidled on, swung from, or squatted on in Two Thrones.

Column

Columns are fewer now in Two Thrones, but no less the same as before. Columns may still be included in a battle if primary or secondary attack is pressed while running into them on ground. Both Ninjas have attacks that use columns as the focal point of their fighting. There are only four cardinal facings, so it is not difficult to gauge which way you are going.

Bars and Pipes

Bars and pipes are common when there are obstructions over pits. Swinging one direction is the general course for bar and pipe puzzles. In Two Thrones, the ability to squat on bars is an aesthetic plus, but corners may only be navigated when hanging. When squatting on a bar, Persian Ninja is fairly safe from most enemies (except archers).



(ABOVE LEFT) Curtains (always red) are one-way routes straight down. Jumps are possible any time during the ride down.
 (ABOVE RIGHT) Two jumping wedges seen from the backside - you normally see them from the head on.

Curtain

The red curtains in the island palace basically serve as a retarder for the Prince when he drops from high heights. Once the Prince touches a curtain, he slides down on it; it is a one way trip - do not pass Go, do not collect 200 rupees. Curtains may be jumped off from to hitch to another architectural element, such as a bar, or another curtain. Since curtain dropping is one way, be sure that the Prince is meant to head there, or you may have to rewind time to undo your mistake.

Springboard or Wedge Jump

Two Thrones introduces the jumping wedge that launches Persian Ninja diagonally through the air. Wedges are often used to quickly move Persian Ninja through a map if several are placed so they can be hit in succession. Simply press JUMP repeatedly and this process will resolve itself very quickly.



(ABOVE LEFT) Stab points are used to lengthen the wall run or to serve as an interrupt.
 (ABOVE RIGHT) Rayman Chutes are the new elevator in Prince of Persia, being one-way most of the time.

Stab Point

Stab points are simply spots on a wall Persian Ninja may press primary attack to stop on the wall. From there, a horizontal wall run is possible, or if stab points or ledges are above or below the stab point Persian Ninja is on, a JUMP or a DROP. Stab points often serve as spots for stealth kills as well, so be on the look-out for them.

Rayman Chute

Rayman chutes are rarely encountered, but often herald a stealth kill (though not always). These chutes are almost always one-way -- and they naturally serve as a way to slow a descent and even let you control the rate of descent or ascent. Press joystick left or right to change facing within a Rayman chute.



(ABOVE LEFT) Anchors are either torches on the wall or the very inobvious bar anchor seen here.
 (ABOVE RIGHT) The new stab switch is similar to the ledge-beam switch from the last game, but gives no lateral movement.
 (BELOW LEFT) Turnstile switches are more automatic now, but work the same.
 (BELOW RIGHT) The chain pull block is a switch of sorts, but you encounter them very rarely and only in Dark form.

Chain Anchor

There are two types of chain anchor -- wall mounted or mid-air. Wall mounted anchors are easy to see since they are always lit-torches. Since most of the Dark Ninja's sections are pitch black (or near pitch black), the torches on the wall are very obvious. The not so obvious mid-air anchor is the bar or pipe anchor. A jump followed by a secondary attack is the only way to find out if the thing is an anchor (most of the time, you will be right). Multiple swings with these anchors are possible (on the wall ones, hold BLOCK to keep the wall run in motion) if secondary is pressed and held.

Switch

There are five types of the switch class element -- floor, wall, bar, stab, and turnstile. The first four switches are basically a section of the element made into a switch. For example, wall and floor switches will be square pieces of floor or wall with a rune on it. Bar switches are fancy-looking bars with obvious connections to the unseen ceiling; stab switches (new for Prince of Persia 3) are elongated stab points that let Persian Ninja descend the length of the switch. Turnstile switches must be grabbed and turned manually.

Le Start

Move around and get used to not rewinding. One fall means death. If this is your first foray into the new Prince of Persia, you should turn on the tutorials and follow them. Otherwise, for you vets, roll under the dock doors, head right at the bonfire and wall run to the next height. From there, jump across -- the old jump distance is the same -- and wall run across to the next area. Grab the ledge under the fighting dorks and move over the obstacle to go on.



(ABOVE LEFT) The maximum distance covered by a jump. The jump is used 65,535 times in this game, compared to about once in Warrior Within.

(ABOVE RIGHT) Ledge over the obstacles and hit the ladder.

The second room introduces columns. Just because we are lazy and we like Persian Ninjas, we republished a part of the Warrior Within guide in the basics section showing you some of the basic architectural elements used. We want to save time, so we often simply use terms straight up as if you know it. If you didn't study the basics section about Persian Ninja moves, you should do that now. Additionally, some new moves are introduced in Two Thrones and are covered as well. Column hop to the top and land on the higher platform.



(ABOVE LEFT) Vault over the railing and leap to the column to bypass this room.

(ABOVE RIGHT) Saving is the same as recovering all life. Random water occurs rarely in Prince of Persia.

Remember Persian Ninja cannot open doors (not normally) so simply aim for open areas and use his ninja skills to move on. Hop the fence, hit the column and then hit the dark stretch of ledge. Ledge up and sidle over to the first save point.

Le Ramparts

Save the game -- on the PS2 and GameCube, you'll probably want room for three games (in a row) so you have a small history. On the Xbox and PC, don't be stupid and make a save history. Considering what happened on Warrior Within, you'd be doing yourself a favour. The third room arms the Persian Ninja with a fish-gutting knife and introduces enemies and the Speed Kill (or Stealth Kill) system. Since the first two enemies are training for stealth kill, the game literally freezes the frame until you press the primary attack key to strike dead the target. Note that if you wait as long as you would to see the screen shots in this guide, it is too late to deliver a stealth blow -- you will need to rewind time and press the button (BLUE, SQUARE, B, or Primary Attack) just as the weapon flashes blue (or as the game says, 'Flare') for the stealth blow to be successful.



(ABOVE LEFT) "I will gut you"



(ABOVE RIGHT) By the time you see this frame, it will be too late to press the key for stealth kill.

Slay the first two training enemies and move onto the next one by using wall runs and ledging to the ladder. Once Persian Ninja hits the ground, quickly move and stealth kill the third enemy in the room. Note that if you fail, you will have to fight the enemy -- or better yet, just flee them by running to the next section. Enemies rarely move from where they are. Also note that if you die here, Persian Ninja needs to go through the stealth kill tutorial again.



(ABOVE LEFT) Break objects later for sand when sand tanks are empty. They don't do anything until the Dagger of Time is made.



(ABOVE RIGHT) Stealth kills are not always possible. Throw enemies into pits like this to kill them instantly.

After the third stealth kill, the fourth enemy will always be alerted -- simply ignore the tutorial and use the off-hand throw to toss the enemy into the water pit. Once underwater, the enemy often dies. Wall run and jump to the ledges to move to the upper level. A cut-scene with the Empress Kaileena will occur. After Persian Ninja gets his balls back in order, slide down the red curtain (curtain drop from Warrior Within) and stay to the left side of the yard. Three enemies will come out -- it's best to let them pass (they will stop if they see you) and run past them to the ladder. Climb to escape. Jump for the second ladder and wall bounce at the top to move on.



(ABOVE LEFT) Avoid three enemies by staying on left, then running past them when they pass by.
(ABOVE RIGHT) Climb the ladder and jump to the next ladder to leave the area..

In the next section, there are pigeons -- watch for these things since they alert enemies to Persian Ninja. Once enemies see Persian Ninja, they cannot be stealth killed. Be very careful since stealth kills are needed to bypass many parts of the game. If you don't you will find the going almost impossible on Hard. Notice Persian Ninja can start speed and stealth kills from anywhere -- he does not have to be on the ground. He can speed kill from ledges, bars, chains, and even off the wall if so inclined. The only thing to know is that the killing motion only starts with the secondary attack button. This means in the middle of a wall run, failing a stealth kill will mean Persian Ninja drops off the wall to his death. Stab the archer enemy to death and get ready to move on.



(ABOVE LEFT) Pigeons. They make noise and they're only good when cooked.
(ABOVE RIGHT) Stealth kills can be done from ledges, but this is the lowest you can be without being spotted..

The hallway below the archer has one sword wielding buttwad and an archer. Persian Ninja can be detected easily since there is only once place to hide once he slides down the ladder. Wall run (vertical) to the ledges on the right and follow the moving enemy to get the stealth kill from the ledge. Once that's done, stealth kill the archer and move on to the second save point.

Le Harbour District

Some relatively easy exercises to move on. The only difference now is if Persian Ninja falls, he dies instantly. There is no way to reverse time at the moment, so one slip-up and Persian Ninja decorates Babylon's streets with his bloody viscera. Cross the beams and ledge around the corner. Jump across the street via the protruding beams. Roll under the door and take a second weapon if you want. It won't matter for stealth kills.



(ABOVE LEFT) Optional secondary weapon racks. Break it, buy it.



(ABOVE RIGHT) A new Rayman chute awaits you. Jump into it and climb (or descend) to the next area.

Hop across to the beams and drop down one level (to the lowest beam). Wait for the moving archer to be facing away before starting the stealth kill. In the event you fail, die and restart. Or you can simply head to the small alley and wall run up and onwards (upwards). Only the archer is dangerous since he can shoot at you at any height. Move to the top after killing (or avoiding) these two and move onto the Rayman chute.

This narrow chute is a Rayman move -- Persian Ninja can move up and down its height and even stealth-kill while within the channel. It is often used as a one-way element going down, since the Persian Ninja cannot climb back up. Slide down the Rayman chute and avoid (or kill) the enemies on the ground by jumping to the next beam-ledge. Move onto the next section using the beams and second Rayman chute. Jump to the next beam to the third Rayman chute. This leads to a stealth kill. Do it and move carefully to the next area.



(ABOVE LEFT) Spook the pigeons and wait it out. You can kill both enemies here silently.



(ABOVE RIGHT) One more archer at the exit.

Begin this room by startling the pigeons. This will get rid of the sound obstacle for now. Once all the enemies stop moving, hop over to the beam structure in the room and stealth kill the sword enemy first. This leaves Persian Ninja free to kill the archer later. Climb the ladder to get out of this room, but beware that an archer enemy comes around the corner on the next platform. Stealth kill or simply throw him off the ledge to get rid of this problem. Hit the next save point before dealing with the trash.

Le Streets of Babylon

Vertical wall run to the roof, then wall run jump to the beam. Stealth hack the moving enemy, then the archer. If anyone is alerted, toss them off the ledge using your off-hand throw. Notice how high Persian Ninja is if he is hanging from the beam-ledge. This is the minimum unalert height (his body will alert enemies if the beam was lower) and the maximum safe fall height before some bone breaking action occurs. Kill the two fools and locate the next beam. Wall run to it and move onto the wall bounce exercise. Press the jump key just as the Persian Ninja's knees flex when he hits the wall and he will automatically go up.



(ABOVE LEFT) Wall run and jump to the ledge to stealth kill the enemies on the balcony.
 (ABOVE RIGHT) If you fail the jump, you fight these losers over and over again.

After a few simple beams, a room with two enemies will be the challenge. Stealth kill the first enemy only if the other one is facing away. Be quick and you can stealth kill the second enemy quickly. The next part is buggy. Persian Ninja might simply not make the jump, but if you do, you are practically there since there is a save point. Otherwise, you have to fight the last two idiots in the small room where Persian Ninja drops down. The best method is to wall run and jump for the beam right at the black spot on the wall. Usually, you will make it. Following that, wall bounce on the left side to the higher beam. This is the best way to not clip through the beams and fall off. Save the game.

Le Palace Balcony

Another bug here, hop the fence and Persian Ninja sometimes falls off the roof. If you saved, reload from the save point. Wall run and hop onto the balcony. The enemy should have moved off. To get the drop on him, vertical wall run and use the ledge to get behind him. The only thing to watch for is the archer who moves back and forth in the palace. Move onto the beam only after, or one slip will alert all three enemies to Persian Ninja's presence. Drop in on the lone sentry and dispatch him. If alerted, simply toss him off into the chasm.



(ABOVE LEFT) Stealth kill this first loser, then fight the other two archers.
 (ABOVE RIGHT) Stab points are used more and more to get places now.

The two archers however, are impossible to stealth kill -- if Persian Ninja kills one, the breaking of the jars will alert the second. It's best to simply use the balcony enemy's weapon and dual weapon attack the archers. Archers being weaker than normal enemies, they should be easy to kill. Hold the wall-run/block key to block their arrows and attacks and simply hack their faces off. If you opt to run, the exit is the pedestal at the end of the hall -- vertical wall run up and press primary attack to use the stab point.

Remember that stab points are fairly one way and they offer Persian Ninja a way to stop in the middle of a long wall. Some walls are traversed this way, which kind of beats using ropes (Warrior Within) since stab points are more controllable. Stealth kills can be done from stab points as well. Climb to the top and onto the upper walkway. Wall run and be ready to jump at the panel to go diagonally to the exit. For multiple diagonal panels, pressing the jump key repeatedly will let Persian Ninja shoot through the air easily. Hit the floor switch and open the exit to the next area.



(ABOVE LEFT) To escape the low pit, use the column to reach the ledge.



(ABOVE RIGHT) Looking around for elements you can use also show you where to go next, as in the stab points here..

In the next room, wall run and stop at the stab point (meaning press primary attack to stay there). Drop onto the beam and head to the opposite stab point. Stealth kill the loser from there. Grab onto one of the white columns, climb it and jump to the lowest beam to escape this pit. Stop after reaching the upper walkway and vertical wall run to the ledge, balance on the beam and use the Rayman chute to get to the stealth kill on Mr. Archer.



(ABOVE LEFT) Escape notice and attack using stealth by going high, then crossing over on ledges.



(ABOVE RIGHT) Drop and punk losers using the knife from above.

Hop the fence and jump to the beam. Stealth kill the moving enemy down below. To move to the next section, Persian Ninja risks detection by smashing objects. Smash the objects blocking the door and quickly move away. Wait for 20 seconds and the enemy inside should go back to his spot. Wall run to the railing, move over undetected and stealth kill the loser. if detected, just toss him off the edge and he is no longer a bother.



(ABOVE LEFT) Ledges this high usually mean you can't be seen, even if you hang from them.



(ABOVE RIGHT) Most Rayman chutes are only used for stealth kills.

Wall run up and use the stab points (and wall run) to get to the next balcony. The next exercise is to wall run and stealth kill from the wall -- if you miss, Persian Ninja dies since you cannot press jump to wall jump - only secondary attack to begin stealth kill. If you think you are about to fall off, go for the jump instead and simply throw alerted enemies overboard. Jump up into the next room. Wall run to the stab point and wall run jump to the beam. Use the Rayman chute to stealth kill the archer, then get to the second enemy using ledges, stab points, and the Rayman chute. Do not fall from the beam -- else the enemy is alerted and you will need to kill him the old fashioned way.



(ABOVE LEFT) Old traps, bladey and spiky make their return.



(ABOVE RIGHT) Spike floors are easiest to escape from but hardest to work around since they often cover large areas.

Wall run, stab, and wall run once more to the ledge. Empress Kaileena is taken to another room -- head up and wall bounce off the wall switch to the beam and exit. Save the game.

Le Palace

From the save point, run past the spike traps, avoid the rotating blades by rolling through the opening and wall run when the log trap is closed and safe. Wall run through the rotating wall blade and jump to the safety of the ledge, and again with the wall mounted log trap to the diagonal spring wedge. Time the log trap so Persian Ninja can wall run the wall and climb to safety. The best time is when the log trap starts to close. Operate the turnstile switch and the exit to the palace's interior will open. A new style of switch -- the stab switch -- will protrude a block for the Persian Ninja to reach the upper level. This is the throne room of the King of Persia. Save at the fountain.

Le Throne Room

There are several enemies on the upper floors and all of them can be stealth killed. However, some of them are stealth kills from a wall run, so if you miss, Persian Ninja will fall to his death. From the save spot, head to the fountain's right and wall run to the higher level. Bag the first s.o.b. by using a horizontal wall run and doing the stealth kill when the enemy starts walking from left to right. Get across the other side of the throne room and use the jump wedge, ledges, and stab points to get to the Rayman chute above the second enemy. If you somehow miss the stealth kill, simply toss the enemy off the platform and leave it at that. Persian Ninja will be able to fix this problem soon.





(ABOVE LEFT) Head up and stab the first guy to death, then wall run to jump to the stab point.

(ABOVE RIGHT) Drop and punk losers using the knife from above.

(BELOW LEFT) Kill the second guy and climb to the top to the throne room and kill the third loser near the throne.

(BELOW RIGHT) Hop the rail and double stealth kill (most you can do) the final two enemies.

Wall run to the ledge and hop over. Get to the throne's dais via the column -- a fall now will kill Persian Ninja. Stealth kill the archer near the throne and hop onto the opposite column. Jump into the Rayman chute and execute a double stealth kill (turn on your tutorial). This double stealth kill is the maximum number of enemies that can be ambushed this way, and no more. Stab the two losers to death and move in for a new development. Note if you fail the stabbing, you can simply run past the enemies and the cut-scene will occur.

Dagger of Time earned.

It's not over, although if you die, there is a checkpoint. The palace is breaking up (like the Death Star) so Persian Ninja (sans the Lightsaber of Time) will have to be quick to get the hell out.

Although the events of collapse won't change, Persian Ninja can certainly reverse time to potentially undo his mistakes. However, if you can stomach remembering each collapse and where to go, you can simply die and retry this area until you bag it perfectly.



Head through the first hallway (past the dead guy) and locate the wall switch. Wall run to press the switch and head through the door (it's timed) before it closed. Stay on the right and wall run to escape the collapsing floors. After turning the corner in the white room, wall run vertically to reach the stab point. Safe for now. Wall run to the second stab point, and again to the corner. Wall run across and ride the curtain down to the save point.

Le Trapped Hallway

Now that your Persian Ninja has the Dagger of Time, start getting into the habit of breaking objects when even one sand tank is empty. Chances are there will be sand in those objects and you can refill for free. Sand is as important as life in this game since it powers so many of the powers inherent to the Persian Ninja. Head past the traps and at the end of the hallway, open the wall switch.



(ABOVE LEFT) Walk past the hole and grab on quick in the large room.

(ABOVE RIGHT) Le exit is up there ... Babelfish says, "Le sortie something-something". You go let UbiMon figure it out.

Quickly move across the center of the room and grab onto the column on the rear-right. Climb and jump to the next higher column. At the very corner, jump for the ledge and move quickly right and around the corner, for the ledges collapse. Hop across the columns once more and use the stab points to reach the drop off. The curtain needs to be jumped off at the bottom so Persian Ninja can stop his fall using a Rayman chute. This leads to the save point.

Le Ruined Palace

Avoid and time the traps. The big issue here are the remaining non-Sand Creature enemies who assault the Persian Ninja. Hop the gaps and simply throw enemies off the pit using off-hand grabs. The access to the exit is in the raised center area of the room with enemies. Stab point your way out to the ledge and wedge jump to the exit. A save point exists here, and is only necessary if you want to quit your game.

Le Royal Chambers

After saving, Persian Ninja rips his shirt off.

Le Sewers

Jump across the chasm using the bars, then avoid the water and wall run to the next set. Head to the end and use the ledge to reach the rayman chute. Head down and fight all the enemies there carefully (no water). These enemies are weaker and attack less in sunlight (but more in darkness) so keep in the light and slay them. Alternately, Persian Ninja may simply run to the end of the hall, use the stab switch and descend the Rayman chute.

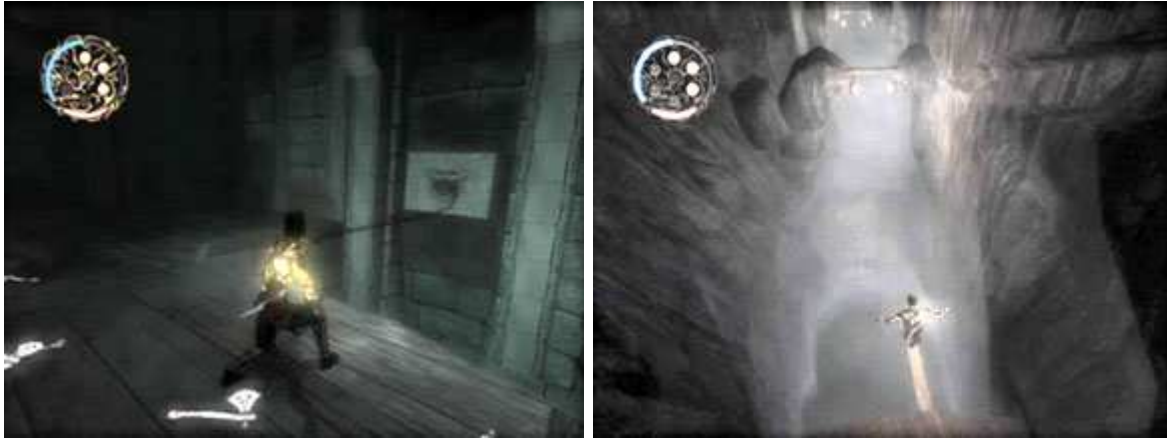


(ABOVE LEFT) Go across the bars and pipes while hanging to get around corners.

(ABOVE RIGHT) Being able to squat on bars lets you climb and descend bars like ledges.

Doing so lands Persian Ninja into some water. Drink up after the fight if needed, and locate the bounce and stab point exercise. Head and grab the ledge, then transfer to the column to reveal the exit. Work past the ledges in the underground cave to move on. Time the jump from the bar to the moving stab point so you have time to grab on. Time

the wall run from the stab point when the wall is flush, or die. Wall run to the next Rayman chute and descend.



(ABOVE LEFT) Chain switch blocks are crucial to this version of the Persian Ninja.

(ABOVE RIGHT) The bar in the distance can be chain grabbed using secondary attack.

Persian Ninja now has an older, balder, fatter brother who is referred to as Dark Persian Ninja (or Dark Ninja) and who loses life from living. Vets who played Warrior Within will be sorely disappointed to find the Dark Ninja can't regenerate sand but just loses life at an alarming rate. However, Dark Ninja's sections are only timed by the lifebar available. Getting all the life upgrades will insure you have almost enough time to do most of Dark Ninja's timed runs with enough life to spare.

Use the secondary (repeatedly) attack to destroy enemies easily. If surrounded, the ACTION key will whirl the Daggertail chain weapon like Steve Reeve's Hercules would his iron manacle right before it digs itself into a Roman wimp cadet. After hacking the enemies, pick up their sand to refill Dark Ninja's life. Press secondary at the lip of the pit to grab the chain switch and open the door.



(ABOVE LEFT) Hop across and time the bounce when the trap is retracted.

(ABOVE RIGHT) Miss once in the trapped corridor and you die. IGN cannot make a more simpler statement.

Cross the beams and drop down the column and kill more baddies. Unless you are unfamiliar with the single-minded tactic of this game, having no enemies around will let you gauge your surroundings more. Kill all the enemies at the base of the column (same secondary repeatedly attack) and move on. To cross the pit, jump off and hold secondary attack to swing across. To swing multiple times, release and re-hold secondary once Dark Ninja flies off the first anchor.

Break the pots for sand and life, then swing across to the Rayman chute. Descend and hack up the enemies for life. The level here requires Dark Ninja to find another chain block switch for the door. Exit and wall run/ledge to the ladder. Stab the switch and jump to the bars. Time the trap (just as it closes) to bounce up quickly to the higher level. Shortly thereafter, a beam leads to the Rayman chute which leads down to some water. This cuts short the Dark form and Persian Ninja will return.



(ABOVE LEFT) Moving walls with stab points make for perilous encounters.



(ABOVE RIGHT) The **LIFE UPGRADE 1 of 6** is past the curtains just after the sewers.

Climb up the moving stab point and stay in the lighted areas to kill enemies (alternately, you may run). Since this is the normal Persian Ninja, running to the end of the cave tunnel is a better option. There is a stab switch on the left -- hit that (enemies can't hit you while on it), and run to the door to avoid the enemies.

Life Upgrade 1 of 6.

The first of six life upgrades is nearby, and we'd be fools not to call you a dumb ass for missing out. Don't cross the rotating blade traps just yet to the save point -- instead, head through the mysteriously curtained hallway before the traps and locate an odd fountain. Drinking from it will start the life upgrade section.



Note that dying in the life upgrade area will return Persian Ninja to the odd fountain (you may try again) but any sand expended will not be returned. To dare the life upgrade missions, make sure to have almost full sand tanks or you will be forced to retry from a main checkpoint or a save point.

For the first life upgrade, simply time or avoid the traps to the end of the brightly lit tunnel and you're done. Later on, with Slow Time earned, any fast traps or deadly areas too fast for you to swallow should be *slowed* before Persian Ninja attempts any stupid human tricks. All the life upgrades are tolerably easy to get (even on Hard, which simply increases the damage done to Persian Ninja) and getting them all means the sections with the Dark form are much, much easier.

After earning the life upgrade, go through the traps and get to the save point.

Le Tunnels

Wall run bounce to the ledge and climb the ladder. The canyons here have enemies that can be stealthed killed, or not -- if alerted, simply off-hand throw them and you're done. The thing to look out for are the new arrow traps (you saw some in the life upgrade section). Timing these traps is simply being careful of how Persian Ninja moves through each section.



(ABOVE LEFT) Arrow traps are new, but you can avoid them by being on a different level.

(ABOVE RIGHT) Disappearing ledges are also new -- they can only be grabbed or stood on when they are fully extended.

The crumbling ledges are easily beaten by moving quickly and grabbing the available ledges. Head up the side of the tower for the next save point. The ledges are best climbed when they just come out and are not moving. If the ledges are moving Persian Ninja will not grab hold.

Le Fortress

Sand Portal 1 of 9.

If you want to avoid the cutscene if you die, get the cut-scene, then save the game once more. This is the first sand portal. Basically, it is a stealth killing exercise that gets more and more complicated and lethal. There is always one red enemy (the Portal Guard or Sentry) who is the alarm-ringer.

If that red enemy sights Persian Ninja, then a lot (not infinite) enemies teleport in from the sand portal and you need to kill them all to unlock the time power. Naturally, the best thing to do is find a way to kill the red enemy first so you only have to fight the enemies left near the portal. Normal enemies cannot summon other enemies through the sand portal.



For this first portal though, you can stealth kill the first enemy, then quickly stealth kill the red enemy and be done with it. If the red enemy is alerted, you can do your best to either reverse time or off-hand throw the red enemy away from the portal -- if the red enemy cannot plunge his weapon into the portal, the portal remains benign.



(ABOVE LEFT) Red enemies are dangerous if they call for help. Their SAND MAKER sword is valuable, since it refills sand tanks.

(ABOVE RIGHT) The way forward after the portal is via stab points.

After clearing the portal, it will collapse. Approach it to gain an upgrade. Sand portals, once rendered inert, will continuously drain sand to refill sand tanks, so feel free during an assault on a portal to use reverse time to undo as many mistakes as needed, or slow time (later) to kill all enemies easily.



(ABOVE LEFT) Watch for enemies before climbing or moving.
(ABOVE RIGHT) Turn this turnstile switch and move on.



To get to the next area, time a wall run past the log trap and bounce to the beam. Dig rusty hooks into the archer patrolling on the next rooftop or throw his carcass off the platform. Jump onto the chain hanging in the center -- there are three enemies below so watch your movements. Simply go to the bottom, drop off and wall run up the small building. Use the stab points and wedge jumps to the corner area and ledge up (carefully) to the next walkway. Enemies are here -- stealth kill or throw them off and operate the turnstile switch. After that, wall run to the next area and start a Dark form run.



(ABOVE LEFT) Chain swing on torches (can also be blue) when wall running. It's the old rope animation from Warrior Within.
(ABOVE RIGHT) The exit from the arena is the stab switch accessed from the columns on the ground. Leave via the gate.

As Dark Ninja, use the chain to assist in swinging across the gaps and then using the stealth kill on the enemies. Once Dark Ninja drops, the goal is to reach the stab switch in the high area next to the main gate to leave. Once Dark Ninja steps out and hits the water, there is a check point for the chariot section.



(ABOVE LEFT) The chariot sequences are bothersome and sand-consuming. Have full tanks or come equipped with a Sand Maker blade if possible.

(ABOVE RIGHT) Take the road up to the save point after the chariot race.

The racing scenes are not terribly difficult if you remember that **(A)** you have a checkpoint (most of the time) before each chariot or vehicle race, **(B)** the easiest thing to do is know the track and to steer in such a fashion by keeping eyes on the road and aiming straight for the vanishing point and **(C)** if you really can spare the sand (you can this time) reverse time if a fatal collision occurs and rewind to a point where you can correct the mistake in steering.

Pressing primary attack occasionally will let Persian Ninja dagger strike any enemies who climb on board the chariot, but most of the time, you want to just steer straight and avoid colliding, which degrades your ride's steering. Once the ride is over, simply bounce up the shaft, look for ledges and ladders to the top and hit the save point.

Le Lower City

Back to some old fashioned stealth killing. Unless you enjoy risking life for sand credits, you can avoid most of the enemies on the upper level, since a second sand portal is up ahead (and you need as many sand tanks as possible to undo missed stealth strikes). Drop carefully, and hang on the ledge to avoid the enemy in the window.



(ABOVE LEFT) Avoid the window by hanging on the ledge.

(ABOVE RIGHT) Use the stab point and get the drop on the last two enemies before the sand portal.

The first stealth kill here is the guy on the balcony after the wedge jump, but if you alert him, you can simply hop over the balcony on the far side and drop to a stab point below. On mid-level, stealth kill both enemies (or throw them off if alerted). Try to break all the objects here and refill sand tanks, since a sand portal is ahead, and you don't want to fight everyone.

Sand Portal 2 of 9.

Slide down the Rayman chute and wait. Persian Ninja will do a double stealth kill here, leaving the portal guard alone. Hopefully, you weren't stupid enough to take a second weapon, since the off-hand throw can help you put distance between the red enemy and the portal, to prevent any unnecessary alerts. Double speed kill the two losers with the red enemy and then stealth kill the portal sentry. Grab the time power upgrade afterwards.



The area immediately thereafter has two enemies -- simply use wall attacks to cleave them easily. If wounded, reverse time since the portal in the previous room can refill expended tanks easily. Stab point and wall run to the next room and fight the sand-sucking dogs. You can try to run, but chances are Persian Ninja will be wounded. If you do try to run, wall run across the gap (the dogs cannot follow) and hop across the simple gaps to engage Dark form.



(ABOVE LEFT) Two enemies in the next room after the portal.



(ABOVE RIGHT) Use the stab point and get the drop on the last two enemies before the sand portal.

As Dark Ninja, press secondary to kill the dogs quickly, but avoid destroying all the objects in the room since it's basically life-giving for this persona. After the dogs are killed, proceed through the obstacle course with Dark Ninja's chain swinging powers. Chain swing to the next collapsing platform and wall run to the bar. Squat and head upwards to stealth kill an archer. Chain swing to the other side and chain swing quickly again to the ladder. After this short but more brutal section, a save point will be available.

Le Lower City Rooftops

The archers and enemies here are easily thrown if stealth kills are not allowed. However, it's possible to stealth kill all the enemies here unless the game bugs and cycles an enemy into walking in circles. Stealth kill the two archers quickly and wall run, wedge jump for a cut-scene.





(ABOVE LEFT) Enemies abound on the rooftops. Get sighted and you need to jump quickly to kill the archers.

(ABOVE RIGHT) Landscape camera can be used to view around corners, if available.

(BELOW LEFT) Heading down on ledges can sometimes be one way, since the ledges break apart.

(BELOW RIGHT) The **LIFE UPGRADE 2 of 6** is past the white wall door right before the first boss.

Head up and stealth kill the next enemy. The net two enemies tend to glitch -- if you fail repeatedly to stealth kill them, simply throw them off the rooftops or just move on and hop over to the next lower roof. Head down the chain and stealth kill both enemies down below. Ledge down the shaft and stab point/ledge back up again. Wall run horizontally to reach a stab point and use them to descend safely. A power-up is nearby.

Life Upgrade 2 of 6.

At the bottom of the little alley where the stab switch is, there are two doors -- the door in the red wall is to the boss and is one-way. The other timed door in the white wall is the life upgrade. Head to the life upgrade door (white wall) and take on that section. Try to roll under the door to get by. Note there is a chest full of sand on the way in -- any sand you use in the life upgrade section can be refilled instantly (but once) with this chest, so don't screw up.



The real danger are not the arrow traps on the beam, but the disappearing ledges after them. Jump on the first ledge by timing the jump so the ledge is fully out by the time you land. Without slow time, there is no way to do this part except by perfect timing. Use the stab switch and head through the door in the red wall after the life upgrade is earned.

Le Arena

Boss - Jawless Brute.

A short way from the save point, Persian Ninja meets Jawless Persian Flabby Giant. This boss is daunting only if you don't realise that all bosses require a stealth/speed kill to deduct their lifebars completely. For this boss, start by staying at the edge of the room and moving in clockwise circuit to find the first ramp. This leads to a brief stab point and ledge exercise that when done in perfect motion, will avoid almost all the boss' attacks. Hesitation at any point will bring the boss' attacks to home, so recognise all the elements and move quickly forward.



At the height of this side path is a platform with a slight beam protrusion to the boss. Head out onto the beam and press secondary to start the stealth/speed kill sequence, keeping in mind to **(A)** pay close watch to Persian Ninja's dagger for any slight glitch or change in visual or audio cue and **(B)** reversing time if needed to deliver the hit. The window to strike is slightly larger on normal than on Hard, but not so much. The consequences of missing a strike are deadly on Hard since the life lost is almost lethal. Stealth strike the boss three times to destroy one eye.

To destroy the second eye, simply head clockwise around the room's edge again for another ramp. Do the exercises to get to the top flawlessly and stealth/speed kill the boss (delivering three hits) to take out the other eye.



(ABOVE LEFT) Go clockwise and use the ramps to wall run to the ledge-beams. Get up top.

(ABOVE RIGHT) Move out and the stealth kill window opens. Do this twice. If this was a Cyclops, you would have only done it once.

Once this is done, the boss will no longer attack as well, allowing Persian Ninja to get close and attack the feet of the boss. Roll under and behind the boss and attack either foot to reduce the boss' life to nothing. Once the lifebar hits zero, the boss will precariously totter on one foot -- roll quickly to the remaining foot and attack it to topple the boss. Use caution not to remain in front of the boss, or it will do a sword swipe that will instantly kill Persian Ninja on normal or hard.

It's not over once the boss topples and goes on the ground. Persian Ninja will automatically get close and begin the final sequence of stealth/speed kill to end the battle. Again, watch the dagger and be ready to press primary when the dagger flares. If you miss, reverse time and try to do it again. After three stealth blows, the boss will be defeated.

Watch the movie but don't be too hasty pressing buttons until the save menu appears (the choice is defaulted to no). Move the selection to yes and save the game (there is no fountain here).

Le Arena Tunnel

As Dark Ninja, this section will only be hard if you try to economise on sand credits. Instead, you should concentrate on using the sand for life and focus on the traps instead. Wall run over the first gap and then again (vertically) to the ledge. Hop onto the retracting ledge and jump off to chain swing across. At the second gap, time the jump and chain swing to coincide with the block in the distance retracting as the Dark Ninja lands or it's time for death.



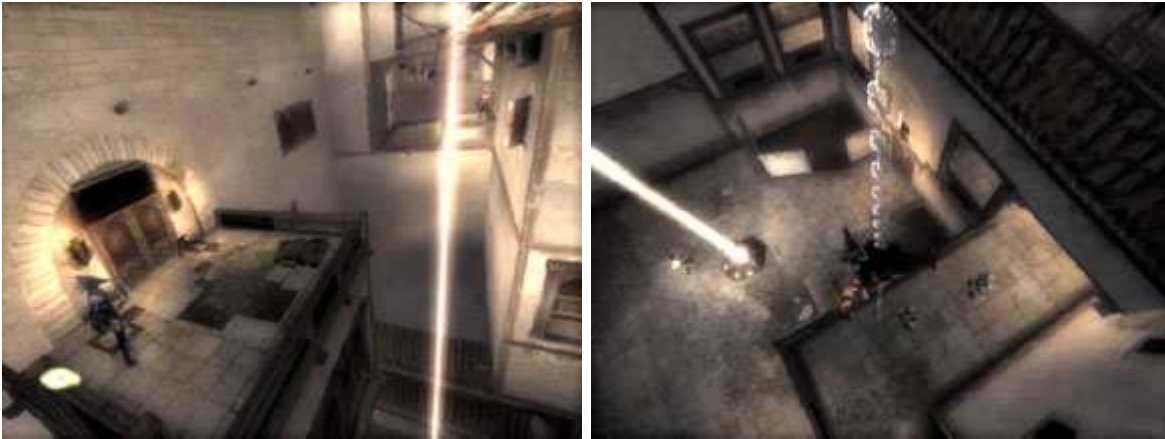
(ABOVE LEFT) Jump off and chain onto the anchor in the distance here.

(ABOVE RIGHT) Yank out the chain switch block and ledge onto and through the hallway.

Head up the ledges, avoiding the blocks and go down the ladder. At the ladder bottom, press secondary to pull the chain block and quickly (timed) jump onto it, then the floor above and beat the timed door by rolling past it. Smash objects for life and chain swing to the other side and ledge up. Chain swing across and go to the exit and change back to normal Persian Ninja. Save the game.

Le Balconies

A cut-scene will occur. Afterwards, wall run and stealth kill the enemies across the gap. If you miss the stealth kill, just toss off both enemies and ready for another stealth kill via wedge jump. A sand portal will be coming up soon, so keep the sand tanks filled for the stealth operation.



(ABOVE LEFT) Wedge jump and assassinate. Because the landscape camera told you so.

(ABOVE RIGHT) A double stealth kill is always a possibility when two enemies are close together.

Don't move from the archer's perch until you are sure you can stealth kill the fourth enemy (sword guy). Hop across and get rid of it. Use stab points and the chain to get to the next stealth kill area. Kill the guy at the first chain and use the beam to reach the second chain.

Sand Portal 3 of 9.

Execute a double stealth kill from the second chain and proceed carefully around the sand portal to ambush the red enemy. There is a corner of the walkway that has a hole into a corner of the lower yard that is shielded by low walls.

When the red enemy is stopped near there, hop the fence, drop down and stealth kill the loser (three hits). Take the power of the portal and receive (most likely) Slow Time. Note if you somehow missed retrieving the previous sand portals (almost impossible, but it can be done), you will not be able to proceed since you need Slow Time to pass this door.



(ABOVE LEFT) This innocuous corner hides Persian Ninja from the sight of the portal guard. Hop the fence on the right to get close for stealth kill.

(ABOVE RIGHT) The wall switch here activates a timed door to leave the area. SLOW TIME is absolutely necessary to leave this room.



Kill the enemies who come out after retrieving the sand portal and wall bounce on the wall switch to open a timed door. Only with the power Slow Time is it possible to leave this room. Use it when Persian Ninja reflects off the switch. Run quickly to the door and leave.

Le Dark Alley

Take the save point and bounce up to the stab point. Continue on up the ladder and startle the pigeons carefully to remain undetected. Stealth kill the first archer, then hit the second one across the street. Get another cut-scene. Afterwards, don't be too hasty. Watch for the guard on the next terrace. Get rid of it and use the stab point to move on.



(ABOVE LEFT) If you miss stealth, throw enemies off the rooftops

(ABOVE RIGHT) Stab points are often the only way on, but are also hard to see since they are placed high beyond the camera's peripheral.

The next four enemies are always alerted -- simply throw them off the rooftops and move on through the new door. Drop down the Rayman chute and jump to the stab point to find the curtain (to arrest the fall). Move through the area (using the second curtain with a jump) and bounce up to the higher level. Trigger the cut-scene if you don't want to see it again during a retry and save.

Le Temple Rooftops

Enemies on the ground are invisible (think the Unseen from *Diablo*). If Persian Ninja blocks, he faces the closest one. Wall attacks are best for these enemies, or you can grab them and gut them. Try not to expend sand, since it will be more useful later. However, the save point is easily reachable, so any life lost can be recovered after this first battle.





(ABOVE LEFT) The stab switch and the bell box from the cinematic.

(ABOVE RIGHT) This ledge wraps around to the otherside of the garden room.

(BELOW LEFT) Farah snipes the bell box, but invisible enemies abound.

(BELOW RIGHT) After opening the door, stand on the bell box and wall run to the exit.

Locate a stab point and jump to ledge over to the other side. Cross over using the column and stab point/wedge jump to the upper walkway. After the cut-scene, slay the enemies and move the bell box to reach the stab switch. After the door is opened, stand on the bell box and wall run across to the opened door. Bring lots of sand.

The next section is ledging, but with some stab points and collapsing parts. If you die, just retry from the door instead of wasting valuable sand. The only part you will need to spend sand will be after the stab switch -- spending one tank for slow time virtually guarantees safe passage (do it quickly), or if you enjoy living dangerously, go through this short bit flawlessly and depart. Persian Ninja does need to hang to by pass the first ledge's obstacle.



(ABOVE LEFT) The stab switch from the stab point is timed. Slow time to get by the disappearing ledges on time.

(ABOVE RIGHT) Wall run can be affected by curvature in the wall, which allows for some odd placement of elements.

(BELOW LEFT) Stab switch raises the platform in the distance.

(BELOW RIGHT) Jump from the bar to the top of the wall, and then again to the ledge in the background.

At the very top, fight off the half dozen sand-devouring dogs and preserve as much sand as possible. Use slow time and expend the secondary weapon here. The objects here offer up some sand for the up and coming portal. To get out of this area, wall run and bounce onto the bar and hit the stab switch to raise the ledge. Wall run to the second bar and jump from it to the ledge. Although it doesn't look like it, Persian Ninja can jump to the ledge under the stab point. Wall run bounce to the bar. Stop there.



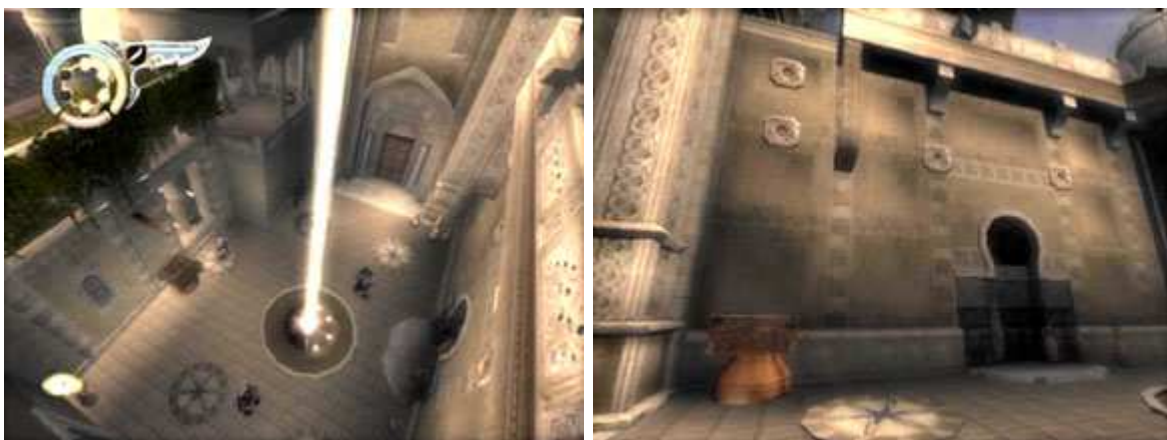
(ABOVE LEFT) Wall run bounce to the ledge-beam in the back.
(ABOVE RIGHT) Stop moving on this ledge-beam and don't fall either or enemies get alerted.

Be very careful jumping to the next ledge-beam. An enemy there looks out the window. If Persian Ninja jumps across the window in full view of the enemy, the portal activates (bad). Wait and jump across the window when the enemy is facing away.

Sand Portal 4 of 9.

To take down this portal, jump carefully to the ledge-beam and ignore the two normal enemies. From the ledge-beam stab point and use the wedge to get to the stab point behind the red enemy.

When everyone faces away, drop and stab -- although you can also do a double stealth kill, then turn your attention to the lone red guard (easier to deal with in lone combat). Once the red guy is gone, just slow time and use wall attacks to deliver heavy damage to the remaining enemies. You should have enough sand to defeat two enemies quickly -- and you can also just toss them out the window as well.



(ABOVE LEFT) Note the window on the ground - you can throw enemies out there in battle.
(ABOVE RIGHT) Move the bell box here to escape the portal room.

Move the bell box to the stab points and head up to the garden puzzle. Several dogs will appear after the third turnstile switch is used to move Farah across, but if you are quick, you can simply move Persian Ninja back into the safety of the tower, use the stab switch and get the hell out of Dodge.

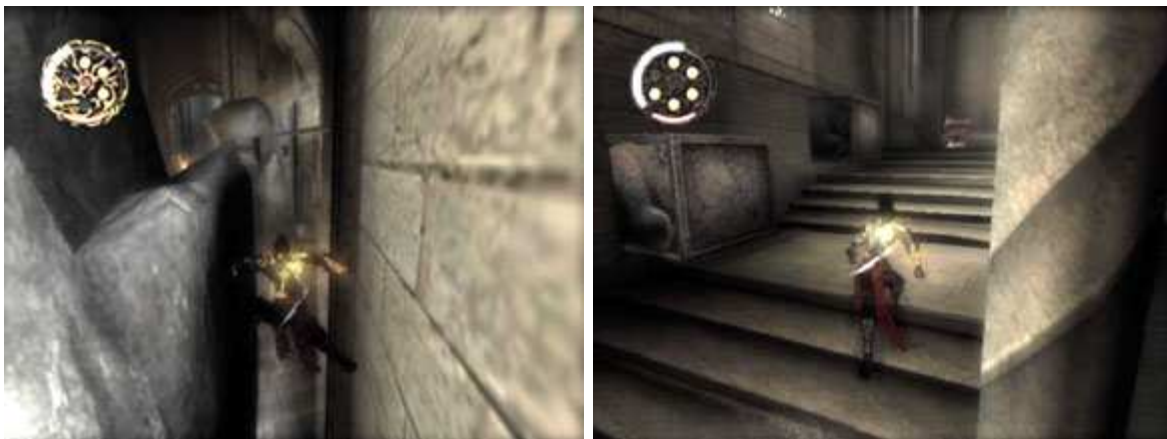


(ABOVE LEFT) The bell box is suspended in the tower, and is required to reach the stab switch inside.
 (ABOVE RIGHT) Operate the middle, top, top (2nd), and bottom turnstile switches to quickly solve the puzzle. Up, up, down, down, left, right, left, right, B, A, Start does not work in this game.

Stab point to the open area in the tower and drop down. Each turnstile switch moves two adjacent towers, so it should not be terribly hard to figure this sucker out. Move the center switch once, the upper switch twice, then move back into the tower and move that turnstile switch near the stab switch twice to free the bell box. Use the bell box to get to the stab switch and get out. Save after a short and easy obstacle run.

Le Temple

Save here. A life upgrade is nearby. Go through the door. Change into Dark Weiner Prince. Hop over the fence and beam over to the enemy and stealth kill it. Kill or ignore the dogs and wall run to the ledge in the balcony opening. Wall run and chain swing across the room. Wall run bounce and stealth kill the next loser. Kill more dogs on the platform and yank out the chain block switch to get to the next area via a wall bounce.

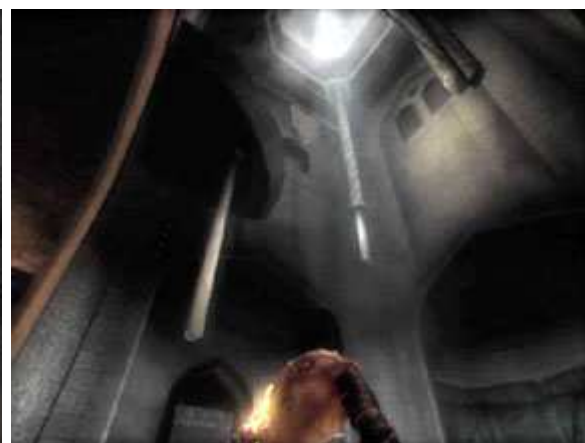


(ABOVE LEFT) The statue room is simply wall run to the back for the Rayman chutes, then jump out from them to get across.
 (ABOVE RIGHT) SLOW TIME to get by the trapped hallway.

Hang and yank out the next chain block. Use it to chain swing to the other side and stealth kill both losers. Wall run to the curtains and swing across. At the bottom, use the light spot to defeat all enemies and step on the switch to leave (fleeing is also an option). The short trapped hallway needs to be battled with Slow Time. Only with Slow Time can Dark Persian Ninja be able to move fast enough through to change back.



(ABOVE LEFT) Draining the room spawns the yelling enemies.

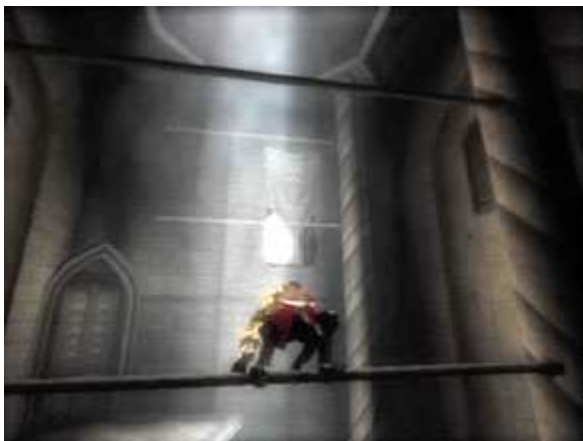


(ABOVE RIGHT) These columns in the room with the turnstile switch lead to the exit.

Rotate the turnstile switch one full rotation to drain the water and fight two familiar enemies from Warrior Within. Unlike the old game, weapons are not plentiful to deal with them, so slow time is a viable option. Wall run bounce to the lowest column and head upwards on the bars. Stop in the middle.

Life Upgrade 3 of 6.

This entrance is hard to see since it's behind a curtain. Hop in, slide down on the curtains and hit the fountain. Wall bounce across -- keeping in mind you should have nearly full sand tanks from previously. Additionally, slow time must be used as Persian Ninja rebounds from the last wedge to buy enough time to jump from collapsing column to column while avoiding the rotating traps. If you die, do not rewind and simply redo this part over and over since you need the sand for slow time.



(ABOVE LEFT) The **LIFE UPGRADE 3 of 6** is behind that tapestry in the room where you drained the water. Get it before leaving.
(ABOVE RIGHT) Once you commit to the wall run and wedge jumping, that's it. SLOW TIME when wedge jumping the last one to buy time to beat the collapsing columns and inter-woven traps.



Moving, head to the top of the chamber in the previously flooded room. Operate the turnstile and exit. The door will need a dose of slow time for Persian Ninja to leave. You can save or grab the cut-scene and then save. Your choice, fat boy.

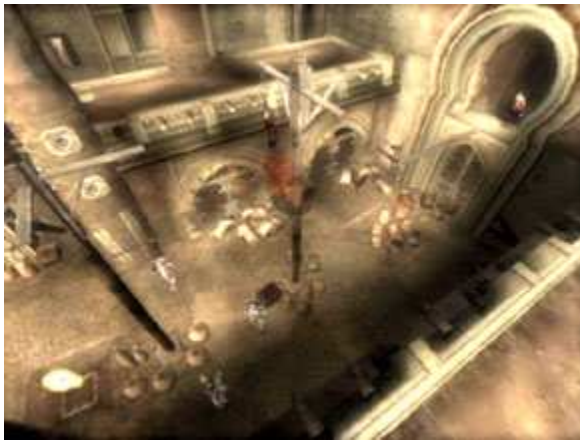
Le Marketplace

This area is chock full of enemies. Wall run bounce to the odd floating structure, head down the Rayman chute and be ready to double stealth kill the losers below. Afterwards, locate the box in the alley and activate the switch.



(ABOVE LEFT) Jump from the Rayman chute to the ledges and double stealth kill.
(ABOVE RIGHT) Boxes can be used to weigh down temporary floor switches.

The second room is a little harder -- there are three enemies and it is not obvious Persian Ninja can use the gallow's poles as columns. Also, the height of the beams mean one mis-step and the enemies are instantly alerted to Persian Ninja's presence. This room is only complicated since Persian Ninja can only attack the two enemies (tough enemies) in the back first, one at a time, before dealing with the last guy.



(ABOVE LEFT) This room is hard only because you have to stealth kill tough enemies individually and climb back up the columns in the center to avoid detection.
(ABOVE RIGHT) Don't climb too high or you get stuck above the cross pieces, which is really ground, not a ledge.
(BELOW LEFT) Stealth kill from the stab point, then climb on the column to avoid detection.
(BELOW RIGHT) Boxes can be used to reach high places.

The two enemies in the back are vulnerable from the stab points on the either side -- the last guy (the walking one) is significantly weaker than the other enemies, so having to deal with him last is worth it. Don't forget to reverse time if discovered and correct the mistake if possible. There's plenty of junk to yield sand here. Move the box to the low wall to move on.



(ABOVE LEFT) Stab point out and wedge jump to the end for a double stealth kill.

(ABOVE RIGHT) Stab switch so Farah can snipe a box. Use the box and SLOW TIME to leave the room.

For the third room, ledge on the beam, stab point, then wall run, wedge jump to the second stab point. Double stealth kill from there. Activate the stab switch and then move the box onto the floor switch. Move Persian Ninja to the second floor switch and slow time to get through the door. Navigate to the next area with some simple movement exercises. Save the game.

Le Market District

From the save, drop down a few levels to wall run bounce and grab the ledge in the distance. Use the stab points to transfer to the other side of the structure. There is a sand portal here, and many enemies. Work across to the rayman chute and descend. Stealth kill the tough enemy (five hits) when the moving guard turns away.



Immediately climb the ladder near the tough enemy to avoid detection. The next two enemies are to be killed together,

so from the top of the ladder, locate the ledge and use the beam to start the ambush. Once these losers are gone, locate the stab switch near the ladder and use slow time to get out after the door opens.

Sand Portal 5 of 9.

This sand portal is difficult only because there are four enemies to deal with instead of just a few. While the red enemy is only killable from the beam after the normal enemy below is gone. Instead of stabbing the enemy under the beam first, go after it last by using the stab points to get rid of the enemies in the back, then working backwards.

Note which facing the other enemy is or expect to have problems. Take out the box so Farah can move on. Then use the box to reach the stab switch and run for the exit (slow time not needed) to leave.



(ABOVE LEFT) Don't fall. At this height, you risk detection.

(ABOVE RIGHT) After stabbing one enemy, wall run back to the stab point.

(BELOW LEFT) The boxes below the stab points are escape avenues to avoid detection.

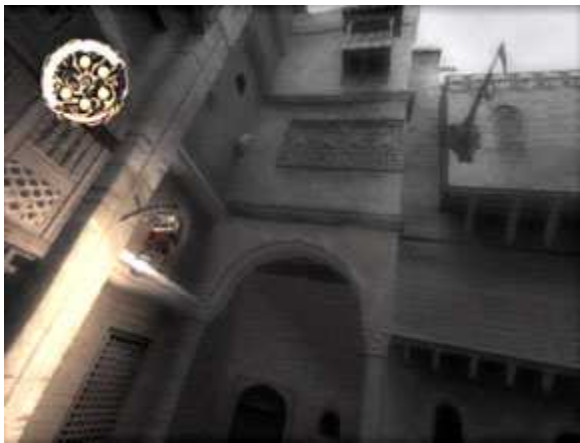
(BELOW RIGHT) Move the box to the stab switch and open the door. Beware there is a game freezing bug just past this door.

Bug alert. Beware the game freezes at the next ladder if you move the camera. Face the ladder, center the camera behind Persian Ninja and simply move up and around the corner. Once past the corner, the game will be fine.

Wedge bounce to the end and get a cut-scene. Save the game.

Le Bowery

From the save, be ready to fight as Dark Weiner. After a brief skip over, stealth kill the archer and turn dark. Dark Ninja needs to work quickly here since the stretches between sand refills are very lengthy. If you didn't extend Persian Ninja's life, you're in for a tough time. Swing across and drop down using the ledges. Kill the enemies here with secondary and then locate the ledge to chain swing across into the brothel. Use slow time in the first red room after hitting the wall switch and leave through the door.



(ABOVE LEFT) A long session in Dark form requires you to be fast and memorise the route and the tricks needed to be done.
 (ABOVE RIGHT) Enter the brothel by clicking the wall switch.
 (BELOW LEFT) Get to the top floor using the column and the object in the brothel's waiting room.
 (BELOW RIGHT) Fly across the room using chain swing and wall run.

Drop down into the main room via the curtain. Fight enemies here since the throwing knives can knock down the Persian Ninja. Find one of the columns and use it to add height to the jump to the central structure. Climb up and deal with the enemy on the platform. Run through the hall (kill enemies) and wall run to the next enemy archer. Inside the hall past the second archer enemy, wall bounce up to the higher level. Operate the turnstile switch at the top for an anchor point.

To use this newly added element, wall run, bounce and chain swing to the other side. This basically puts you back on the route to the exit -- and you change back to normal mode. Goal.



(ABOVE LEFT) Wear on the textures clue in on where to wall run.
 (ABOVE RIGHT) You can afford to wait and stealth kill these enemies afterwards.

The trapped hall as Persian Ninja is too fast. Use slow time to get by the sides and again through the second set of floor

traps. Fairly elementary. Wall run up to the stab point and then deal with the two enemies stealth. Save the game, since a boss fight is coming up.

Le Brothel

Boss - Super-Hot Scythian Dominatrix Harlot-Stripper Who Wears Awesome One Legged Skin-Tight Purple Silk Pants Leaving Her Sand Infected Loins Bare.



This boss is annoying since it can only be hurt after you successfully engage in some event scripting. Attack the boss normally as Persian Ninja and weapon clash. After clashing twice, the Dark Ninja appears in a cut-scene and your life is refilled.

To get to the boss now, you need to use the ledge beams to get to each corner platform. Look before leaping since they are not always aligned. When you reach the platform the boss is on, slow time before ledging up to attack. Get in some hits using the secondary attack and then kill the enemies on the platform for sand and life. Chase down the boss and slow time each time. Go clockwise around the arena and you'll do fine.



(ABOVE LEFT) Move clockwise around the arena to get to each platform.

(ABOVE RIGHT) SLOW TIME before mantling up to fight the boss.

When the boss' life is about gone (about one-fourth), slow time and attack using only the primary attack to initiate a weapon clash. This will kill the boss in a cut-scene. Don't be too hasty pushing buttons after the cut-scene. There is a save point here.

Le Plaza

After saving, you will need to work quickly to reach the exit. Enemies are still here, but you can only run clockwise around the boss arena. Drop on the curtain and jump to safety. Use the Dark Ninja's chain to swing at the anchors to reach the enemy filled large room. Run to the corner with the landscape camera, wall run bounce and chain to the next level.



(ABOVE LEFT) Some jumps are reliant on the chain swing to complete them safely.
 (ABOVE RIGHT) Escape to the water area using the wall switch here.

Continue using Dark Ninja to wall run, bounce and chain to the chain rope. Descend and kill the enemies for life if needed, but to get out, locate the wall switch, hit it and slow time to get through the door in time. Kill the lone enemy in the lonely alleyway and chase after Farah. Hit the water and save the game.

Le Upper City

This puzzle here is simply to move the structure to the center of the room after climbing on it to reach the turnstile switch. Wall run and bounce to the first switch. This drops the wall holding the movable platform. Push the platform to the end of the track, climb it and bounce to the next set of beams. Hit the Rayman chute carefully since the enemies above can see Persian Ninja. Drop and kill them (or throw them) and operate the second turnstile switch for the exit.



(ABOVE LEFT) Wall run to the turnstile and move the object to the center of the room to get by.
 (ABOVE RIGHT) When climbing the Rayman chute, don't alert enemies and you can stealth kill from above.
 (BELOW LEFT) Hang and wait here for the stealth kill in the next area.

(BELOW RIGHT) No cover possible with these alleys, so use the camera to look around corners.

Hang above the door and drop to stealth the next enemy. Wall run and wedge jump to the end to meet Farah. Head down the chain rope by wall running to the beam ledge and dropping. Kill the enemies if desired, but hitting the wall switch will open the door to an enemy and the next section.

After killing the first enemy, wait and kill the second set (of two) one by one. After these three losers are gone, climb and bounce to the next area. This is another sand portal.

Sand Portal 6 of 9.

Begin by looking for safe spots to descend to and attacking enemies one by one as you make way down. Kill the first enemy up top via the ledge. Wall run and use the ledge beams carefully to the beam shown in the illustration.

When the two normal enemies are together, hang and double stealth kill both. This leaves the red enemy for you to deal with, which is easy. If you earned all the sand portals up to now, you will have a new time power, which is practically useless in most cases.



(ABOVE LEFT) Drop down from where the pigeons roost using ledges.

(ABOVE RIGHT) Wedge jump to the upper enemy and kill it from the ledge.

(BELOW LEFT) Move over using the break in the left but don't fall or you get detected.

(BELOW RIGHT) Hang from the beam to start the double stealth kill.

Hit the wall switch and exit via the door - no slow time is needed if you are quick. Break the very obvious objects and move the box to the one way gate. This should be easy with the right tools. Save the game.

Le City Gardens

There are some enemies here that are in tough stealth kill spots, as well as an occasional odd ball bug concerning the sand portal (you kill most but not all enemies, and it remains locked). Just note that you will want all six sand tanks very

early (and soon) by getting at least seven of the nine sand portals. If not, you are simply handicapping yourself and your chances of having an easy time.



(ABOVE LEFT) IGN would like to eat your face. We want you to know that.

(ABOVE RIGHT) Just because you are moving quickly through the gardens doesn't mean you should be careless and yield chances for stealth.

(BELOW LEFT) Move around this pillar's ledge. You will come back after the switch is operated to move on.

(BELOW RIGHT) Climb the trees and stealth kill all the enemies undetected. The stab switch will unlock the way forward.

Hop across the garden's heights using the methods you've learned. The only danger is the lone enemy on the walkway above the pigeons. Stealth kill him and move on. The next room is part of the sand portal, so don't throw any enemies away if you can stealth kill or kill them. Jump across the yard using the trees as columns. There is a ledge above the ground near the stab switch to ambush (one by one) the two moving enemies.





(ABOVE LEFT) The switch in the first yard rotates the ledge beams to open the way forward.

(ABOVE RIGHT) Head back to the pillars and hop on over.

(BELOW LEFT) Detour out and use the beams to reach the portal.

(BELOW RIGHT) Whether you want this portal or not, the switch to the exit is next to it. On the ground. At the warehouse. By the beach. At 8 o'clock. In Pasadena.

Stealth kill the one closer to the ledge Persian Ninja is on first, climb back up the tree and to the ledge and ambush the second moving enemy once it comes back. Climb the trees again and simply use the beam structure in the middle to kill both remaining stationary enemies without causing an alarm. The puzzle here is to activate the stab switch to cross over to the other side where the portal is.

Sand Portal 7 of 9.

From the canal towers, head down safely using stab points and ledges. Head out over the dry canal for now using the beams and navigate over to the bars to get over the wall. This portal has one red enemy in the far corner who can only be stabbed alone -- the other two normal enemies need to be attacked singly using the moss-covered block where the red enemy was for cover.

Either way, these enemies are easily thrown. Try to keep the red enemy's weapon though, as it may help you later when you are expending sand tanks like crazy. The exit to this area is the stab switch which raises a platform.





(ABOVE LEFT) The first enemy to knock out is the one far from the entrance.

(ABOVE RIGHT) Beam down and shove a knife up the enemy's ass.

(BELOW LEFT) Use the block to hide. Ledge over and stab the enemy in the back when it turns.

(BELOW RIGHT) The last enemy can be thrown off before the stab switch is used.

Try to keep the red enemy's (portal guard's) weapon, since it will help you in the next section by regenerating sand. Double stealth kill the two enemies in the alley, and double stealth kill the next set in the arcade. Note the camera may jump out (bug), but as long as you did not press primary attack prematurely, the slow-down of the dagger will occur. After these four enemies, refill on sand using the objects in the arcade (or the portal guard's sword) and step into the arena for the boss.

Boss - Golem.

The golem is attacked precisely as in Warrior Within. If you forgot about it, then simply roll between the giant's legs and primary attack the heels. Keep Persian Ninja there (or suffer damage beyond belief) and once the boss kneels down, get behind to trigger the stealth kill. Persian Ninja climbs onto the boss' back and uses it like a chariot.



This section is a checkpoint, but try to stay alive by relying on reverse time (going all the way generally helps you rebuild the power bar for another chance), and if you have the sand generating weapon of the portal guard, you can pass this section easily (even using slow time to help) since sand constantly refills your tanks.



(ABOVE LEFT) Go behind it and attack the heel.

(ABOVE RIGHT) The **LIFE UPGRADE 4 of 6** is after the golem ride. Save before attempting it.

The best way to pass this vehicle section is to keep your eye on the wet river patch in the center. It winds around corners and lets you steer accordingly. Since you cannot adjust speed, you can only control steering and seeing how far you can over or under-steer to scrape by. Note that like the chariot, colliding with the wall will affect steering, and slamming headlong into walls is death. Use caution (and memory) to prepare for the s-turns and 180 turns late in the course. The boss is killed at the end of the race track. Save the game at the top of the ladder.

Le Canal

Life Upgrade 4 of 6.

Right next to this save point after the golem sequence, there is a very obvious hole to roll under and through. The life upgrade is within and only requires two sand tanks to by pass the traps on the wall and the floor.



Fairly easy if you retained the sand-making sword, but if you have six full sand tanks, opt to die instead of reversing time when you fail a slow time section so you have more "chances" at the life-up.

Saving before you commit the crime means you can simply quit and reload your game as well. Hehehe. Grab the life upgrade and head up the simple area to the next save point. Save the game.

Le Promenade

There is a really tough enemy just past the save point, so when going around the corner, stay left. Get to the enemy using the box and bars when it comes moving back. There is a movable box to push to the wall and wall run across - just start the wall run when the enemy at the top turns around and walks away from you. Persian Ninja will have just enough time to wall run, bounce and stealth kill this loser (or you can throw it off the platform). Hit the wall switch and quickly wall run and wedge over to the ledge structure. Wedge jump to the exit and Dark Weiner Ninja will take over.



(ABOVE LEFT) There is an enemy right past this box after the save. Avoid running out into the open as usual.

(ABOVE RIGHT) Instead, wait on the bars above and stealth kill it.

(BELOW LEFT) Move the box to the scratches on the wall.

(BELOW RIGHT) Wait for the enemy to turn around at the top before starting the wall run and bounce.

As Dark Ninja, you have limited time to get to the next area before the life runs out. For the first section descend the chain and kill the enemies there. Don't break objects until your life is about to run out. Stab the switch to close the wall panels and chain swing across. Head down the curtain and jump chain swing to the second set of enemies. Secondary, primary, primary attack will do a little more damage if you want. Once all the enemies on the second platform are dead,

stab the switch and chain swing to the wedges and travel to the third platform.



(ABOVE LEFT) Aside from chain swings and wedge jumps, the way to each island is to locate the stab switch on each to raise or lower the panels.

(ABOVE RIGHT) Once the platforms are raised or lowered, move on quickly.

(BELOW LEFT) Wall run, bounce and chain swing to the final section.

(BELOW RIGHT) This chain block is the last obstacle to the water pool. Pull it out, wall run and you'll be normal again.

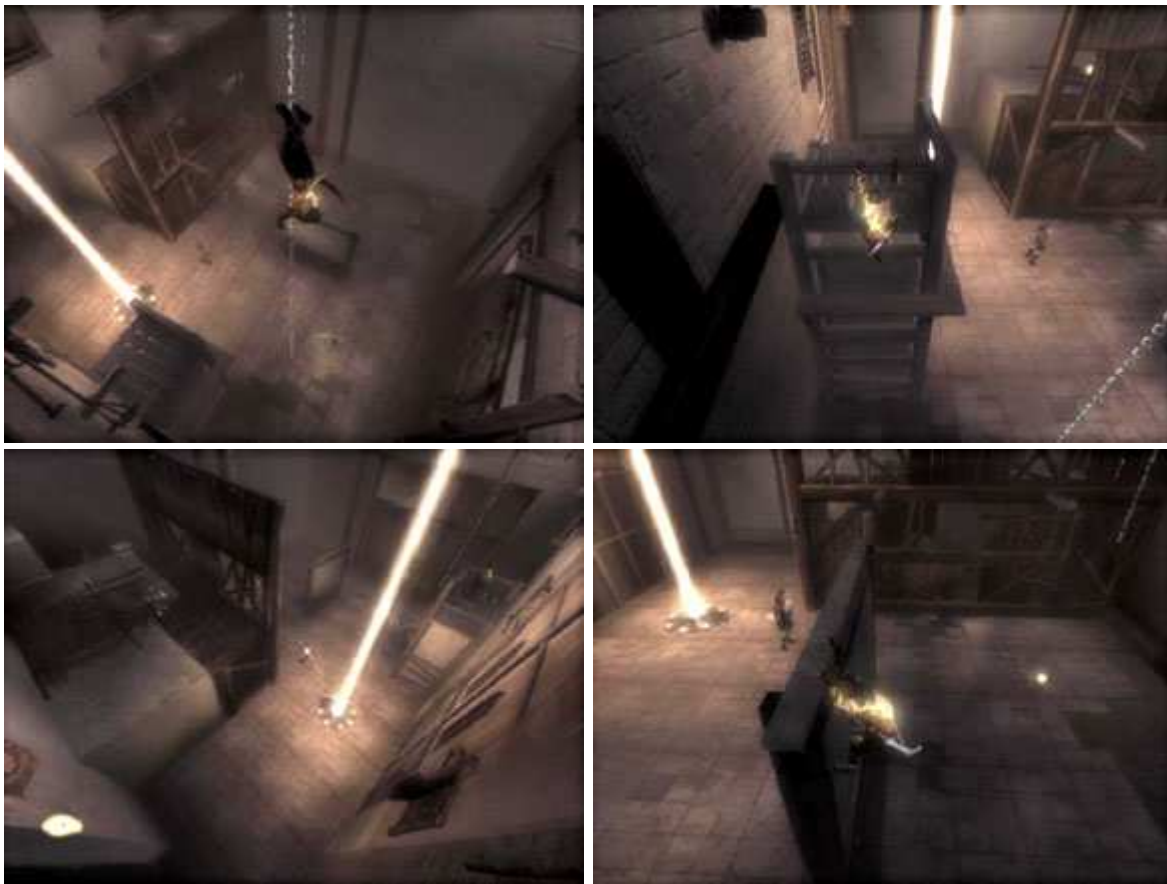
Kill the loser on the third platform and wedge jump to the fourth platform. Be quick - if you dwaddle, you note the lifebar decreases to dangerous levels. After hitting the stab switch, use the beam to reach the new platform and run across to the next spot. Wall run bounce to reach the second extended platform and chain swing across (after a wall run). Land and quickly hang on the ledge to yank out the chain switch block. This lets Dark Ninja wall run to the ladder and yank out a second chain switch block. Wall run from there to the water.

Sand Portal 8 of 9.

As Persian Ninja once more, there is a check point here, but there are actually four enemies (the second red enemy is on a higher platform you may not see at the beginning). However, the most dangerous thing are the two red enemies since either can call on many enemies from the portal. So to get rid of it jump on the bars across and head for the chain rope on the far end of the room. Descend that chain as far down as possible and wait.

The first (tough, but normal) enemy to hit is right under the chain, but Persian Ninja needs to strike when the red enemy looks away. Once you start, you have only enough time to stealth kill the enemy and head behind the small wooden structure to remain undetected. Jump to the ledge and when the red enemy behind the upper palisade turns around near the edge, wall run and stealth kill it (the landscape camera will show you a good window).





(ABOVE LEFT) There are two red portal guards, but only the bottom one can activate the portal alarm. Kill the first enemy from the first chain when the other enemy looks away.

(ABOVE RIGHT) Immediately run up or get behind the structure to avoid detection.

(BELOW LEFT) Stealth kill the second red enemy in the corner by wall running and wedge jumping at it when it turns around at the edge of the platform.

(BELOW RIGHT) Stealth kill the second enemy from the second chain, again when the red enemy looks away, and use the wall in the middle to reach the last stealth kill point.

Note that entering stealth kill mode from the wedge is automatic once Persian Ninja jumps off at the red enemy. Kill this guy, then wall run to the palisade and use the chain rope for the tough enemy's stealth kill when the other guy is looking the other way. Quickly move behind the wall in the middle and use the top as a ledge to reach a good beam to stealth kill the second red enemy. Claim the upgrade and move on.

Moving on means the lower passageway blocked by miter stones. Slow time will be needed to cross the traps here, which move way to fast to bypass normally. The safest place is on top of a sliding block trap where Persian Ninja can just run or jump over the majority of deadliness. Stay away from the walls and this section should be easy (with slow time). The end of the hallway has a save point. It is important to refill all the sand tanks to maximum before saving and moving on via the stab switch.

Le Royal Workshop

The Royal Workshop is burning, but there is no real time limit. There are also no enemies here, nor should you be stupid enough to fall off and die. Considering the amount of junk and enemies available just previously, you can come into this save with all six sand tanks full, which is necessary since the next two sections are literally some of the hardest in the game.

Try not to die in the workshop and if the sand tanks are empty, to fill them by breaking the jars and junk in the room.

The sand guard's weapon will refill all your sand tanks, if you sit in the workshop for a few minutes. Persian Ninja won't be able to carry it over to the next stage (secondary weapons are destroyed when a CG movie occurs).



(ABOVE LEFT) Get to the statue's controls by using the sceptre as a column to the upper level.

(ABOVE RIGHT) The turnstile changes direction, the stab switch activates the motion. Note there is a second set of controls on the other side of the workshop.

To reach the statue movement controls, climb the statue's staff (it is a column) and jump to the ledge on the side. Grab the ledge and work over to the platform. There are two controls on each platform. The turnstile switch will turn or move the statue while the stab switch will change the rotation or movement direction. Since there is no time and this puzzle is easy beyond comparison, you may experiment how to go about it.

- Forwards
- Clockwise
- Clockwise
- Forwards
- Clockwise
- Backwards
- Clockwise
- Forwards
- Clockwise
- Forwards
- Counter-clockwise
- Forwards (repeatedly)

Note that the statue will need to come forward, turn one way (to avoid the first ceiling strut), come forward, turn to face the front, go backwards, turn so the book faces the other side, go past the second ceiling strut, then have the book face the front one last time before the statue can be brought to ram through the double doors. Once the last turn of the turnstile switch carries the statue through the doors, this section is over.

Don't forget that the landscape camera will let you see the statue in its entirety. Once the movie starts, be ready to move the cursor up to "Say Yes" to the saving. Otherwise, you will kick yourself for being a dumb-ass.

Le Kings Road

The chariot race here will be a checkpoint, as well as a save point. Like the first chariot race, glancing blows with the walls and obstacles will affect the steering but headlong collisions will destroy the chariot. Opt to die instead of using valuable sand here -- the only exception being one or two when you are near the end (past the second cave with road obstacles).

The reason why you want to use sand sparingly here at the chariot race is at the end of the track, Persian Ninja faces off against an annoying boss that can only be killed by one method, and they do a lot of damage on Hard. The only tips here are to memorise the racetrack and to steer as straight as possible while keeping eyes on the road and potential obstacles. Tap primary lightly to shake off enemies who hang on. Slow time is wasted on this course, but reverse time can help cover a rare mistake.

Boss - Sword and Axe Sand Warriors.

This boss is by far the most frustrating boss you will face (perhaps with the exception of the final boss). There is only one way to kill these two and not only will it require two stealth kill sequences, but they do a lot of damage if you screw up evading them.

For the most part, you cannot damage either boss, not yet. Persian Ninja needs to attack the sword boss and lull the axe boss into doing an overhead chop (usually slow-mo). Persian Ninja needs this opening, so immediately stop attacking and evade the axe boss. When the axe boss misses, it is stuck for a little bit. Hit it a few times, keeping mind the sword boss can attack through the axe boss. Don't get greedy, focus on just preserving life and hit the axe boss when you can before moving away.



(ABOVE LEFT) Attack this boss to make the other open itself to attack.

(ABOVE RIGHT) Avoid fighting on the edge and stay between the bosses (strange, but true). As long as you BLOCK the sword boss and EVADE the axe boss, you are doing well. Damage the axe boss only after evading the overhead chop. Stealth kill once the axe boss' life gets low.

Stay away from the edge of the ring or the fire will damage you unnecessarily. Repeat luring the axe boss into attacking so you can hit it when its axe is stuck in the ground. See you in 15 minutes. Once the boss life meter is low, evading the axe boss' overhead chop will result in a stealth kill opportunity. Basically, any remaining sand you have is used to reverse time to re-do stealth blows if you miss. Once the double stealth kill is done, the Persian Ninja will need to weaken the axe boss a second time using the old attack the sword boss and evade the axe in the back pattern. A second stealth kill event will occur once the life is low and both bosses will be defeated.

After a short run to the palace as the Dark Ninja, there is a save point. The jaunt as the Dark Ninja should be one of the tougher sessions you face, although only if you did not find all the sand tanks and life upgrades thus far (mostly life upgrades). It's otherwise fairly easy to retry the section, hit the water and the save point in the palace. Just note that the sections are now very long and require slow time to do. Kill enemies using secondary and always aim to do everything in one swoop -- miss once and you might as well retry. Save the game unless you enjoy fighting these bosses again when your power systems fail.

Le Palace Entrance

This is a good save point to keep since there is a life upgrade in the main room. There are also about 10,000 ways to die and if you screw with the sand tanks, you won't be able to claim the life upgrade. Reloading from this save point is the only way to retry the life upgrade.



(ABOVE LEFT) Note there is a place to jump to at the bottom of the curtain drop.

(ABOVE RIGHT) The disappearing platforms can be negotiated using SLOW TIME or better yet, by good timing.

Wall run and wedge to the Rayman chute and head up to the first turnstile switch in the main lift chamber. Go through the door, curtain drop and bounce to the enemy choked platform. Wall run and bounce to the bars. From the bars, hit the stab point and head to the next corner landing. Note that missing a maneuver equals death. Using sand tanks before getting to the life upgrade is a no-no since there is almost no way to recover sand. Do each move perfectly, or get out of our sight.



(ABOVE LEFT) The **LIFE UPGRADE 5 of 6** is past that timed door. You need to use the wall switch above Persian Ninja in this shot to open it. SLOW TIME is required to get through before the door closes.

(ABOVE RIGHT) The disappearing ledges can only be negotiated using SLOW TIME, as the traps before.

The next step is to go from the stab point to the timed platform (use slow time). Before it retracts, wall run and bounce to the higher stab point in the illustration. From the higher stab point, wall run and bounce to the bars. Clear the platform by the second turnstile switch of enemies and get ready to get the life upgrade.

Life Upgrade 5 of 6.

To get into the door to the upgrade fountain requires one tank of slow time. So when you start the upgrade run, you only have access to five tanks instead of six. To open the door to the upgrade, hop the railing and stab point jump to the top. Bounce and hit the wall switch. As soon as you do, use slow time.



Let Persian Ninja fall and use the stab points to slow down. Jump from the middle stab point back onto the platform and go through the door before the door closes. Notice there is only this one chance to get the upgrade and slow time is necessary to get by the traps. The toughest part is the disappearing ledges - slow time and jump to grab the first ledge when it fully appears. Quickly move to the top and safe ground. Use slow time once more to cross the last set of traps (on the side) and it'll be over.



(ABOVE LEFT) Bounce up to the enemies and take them out. Keep moving through the break in the fence.
 (ABOVE RIGHT) Fight off this enemy or ignore it once Farah's lift is on your level. You need to jump to it from this position anyway.

Break objects to regain sand and get ready for another fast retracting platform. Wall run from the stab point and just jump across the next ledge. Wall bounce to the top and stealth kill the losers topside. Wall run at the opening and bounce to the bars and the stab point. Wall run to the ledge and sidle on the outside of the walkway to the enemy. Destroy the final few and hop over to Farah's lift.



(ABOVE LEFT) Bounce up the first shaft when the wall is retracted. SLOW TIME is not needed. Just timing, you fat nerd.
 (ABOVE RIGHT) Stab the point and wait for the wall to be flush before wall running to the other side.
 (BELOW LEFT) Again, wait for the wall to be flush, then wall run and hitch the stab point.
 (BELOW RIGHT) Curtain drop and move over to the pillar.

At the top of the lift, fight the two losers after the cut-scene and use the turnstile switch. Time the bounce to the top and time things again to proceed with the wall run and stop at the stab point. Jump to the higher level and time the moving wall to get at the stab point. Time things to the corner and curtain slide/bounce to the ledge beam. Sidle over and jump into the Rayman chute. Climb up and jump to the stab point. Use the stab point to reach the exit seen in the illustration. Go through the final section of obstacles to the save point.

Le Hanging Gardens

Hang out and ledge over from the save to trigger the panel being dropped. Wall run and bounce to the bar and Rayman chute. Drop down and stealth kill the two tough enemies. This lets Persian Ninja wall run stab to the final sand portal. Time the block coming out just in the beginning to get enough time to get to the bars via wall run. Climb the bars to the ledge and hop across to get some bullstuff. Persian Ninja will need to deal with the final sand portal here.



(ABOVE LEFT) Farah flattens the panel for the wall run.

(ABOVE RIGHT) Head down the Rayman chute and kill the losers at the bottom.

(BELOW LEFT) SLOW TIME to get the time to wall run from the disappearing block.

(BELOW RIGHT) Hop the gap to meet Farah. You can see the portal, but you can't reach it yet.

Sand Portal 9 of 9.

Wall run to the ledge and use the Rayman chute to start the descent to the stealth kill. Note there is one tough enemy who is partly obscured by the sand portal's light beam. Use first-person view to wait for it to turn around, then stealth kill both red enemies quickly and throw the remainder off the edge of the cliff.

Take a sand making sword and use the regenerating sands ability to get by the tough spot here. Jump to the stab point and slow time at the top point to give Persian Ninja enough time to bounce between the wall and moving wall to the top. Edge over at the top to the Rayman chute and stealth kill the losers below. Wall run to the ledge and navigate to the top for a save point.





(ABOVE LEFT) Drop down the Rayman chute after meeting Farah and stealth kill.

(ABOVE RIGHT) Head down the Rayman chute and kill the losers at the bottom.

(BELOW LEFT) SLOW TIME to get the time to wall bounce from the disappearing block.

(BELOW RIGHT) Get rid of these guys using stealth as well. A sand maker blade will let you use the stunning power if you prefer, since you can recover the sands slowly over time.

Le Structures Mind

The trapped Rayman chute will be a light obstacle compared to what comes later. If you kept a sand-maker blade, slow time and descend -- objects at the bottom will replenish the sands, but keep in mind to just retry if the session goes awry. It's cheaper than spending sand to reverse time. Slow time past the two sets of traps and hit the largest puzzle room in the game.



(ABOVE LEFT) Drop down the Rayman chute but be wary of the traps.

(ABOVE RIGHT) SLOW TIME to get by some of the traps with ease. The sand maker sword (last one in the game) makes things easier.

The platform puzzle is simple -- navigate between all of them and bring them all higher by one level in turn to solve this

puzzle. Move the middle and far platforms upwards first before the one near the landscape camera and you pretty much solves this sucker. Easy. Cross the bridge and get ready for another cinematic save point.



(ABOVE LEFT) The turnstiles on each platform makes them go up or down, but slides the smaller platforms in the way to block movement of the other platforms.

(ABOVE RIGHT) Raise the right and center platforms first, then the one closer to the landscape camera.

(BELOW LEFT) As the platforms get higher, use care when descending. You can get to any height using the ledges in the corner.

(BELOW RIGHT) Raise the left platform after the center and right platforms are, and you'll solve this easily.

Note that not saving at the end of the cinematic starts you off at a checkpoint in Dark form. If something happens to your game system, you start from the last save point.

Le Well of Ancestors

This last section with the Dark Ninja is much harder than the previous one. The tight timing of this section precludes simple screens -- just use all that you know about the chain swing and general bounce motions to move on. Be quick with enemies and spare objects until you need them -- these are your rest stops. Die and you repeat the section as in the part before after the twin boss fight.

There is one section (right as the line goes, "Tick-tock Prince ...") that marks a brief checkpoint to the second half of this last odious tenure as Dark Ninja. Slow time will be used exclusively for almost all the traps here. Keep moving and don't hesitate or you'll die. Sometimes, just wall run vertical to grab a dark spot that looks like a ledge to move on. Once this part is done (i.e., through the door), you do not need to worry about the Dark form anymore.



(ABOVE LEFT) I am the Dark form. Here me roar.

(ABOVE RIGHT) I said hear me roar. I demand it. No? Then you leave me no choice but to urinate on you.

After getting King Sharaman's sword, Persian Ninja will no longer have the ability to take new secondary weapons or to throw weapons away. However, this new deadly weapon more than makes up for that disability by being:

(A) indestructable

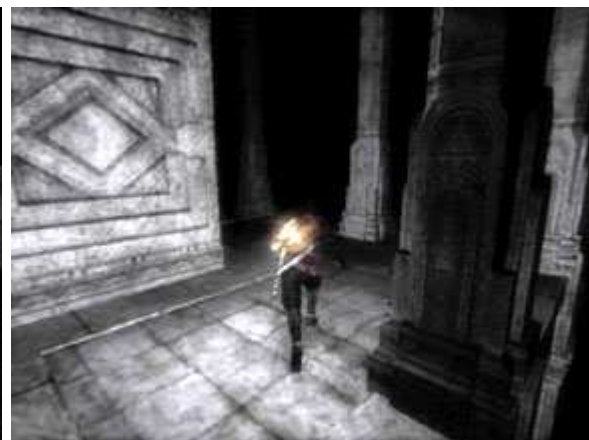
(B) constantly sheds light to blind and weaken the sand creatures weak against bright light, and

(C) has a damage rating completely off the scale.

Basically, any regular enemy hit by this off-hand weapon will probably kill it. From now on, when a stealth kill fails or if you simply need to fight many enemies at once, press secondary and watch that sand fly! The weapon will come in handy since the only way to get the hell out of the King's room is to use the old charge attack (hold secondary attack) to destroy the wreckage blocking the exit. Save the game, unless you like the Dark Ninja's last session.

Le Well of Ancestors (w/ Sharaman Sword)

Saving the game with this bad-ass blade is nice. Use wall runs and single jumps to reach a corner on the first level to bounce to the second. The exit is near a save point, but after the dark labyrinth. Use care jumping the gaps and try not to expend sand as usual. No point in being reckless. Reach the exit on the second level of the dark maze using a combination of jumps and wall running.





(ABOVE LEFT) Hold the secondary attack to smash rubble walls.
(ABOVE RIGHT) Use care when moving through the dark maze.
(BELOW LEFT) Grab the ledge on the upper level to move on.
(BELOW RIGHT) The stab points lead to the exit.

Le Labyrinth

After the door, there're some easy puzzles to move through. None require time powers, unless you're a moron. Smash the rubble at the top to get out to the save point.

Le Underground Cave

This is now a difficult section requiring slow time and -- if you mess up, reverse time. Since the new weapon doesn't necessarily yields sand, you need to use sand with care. Head through the rubble and slow time past the pillar trap. Wall run after the second rubble wall to the Rayman chute and climb up.

Move to the stab switch and bounce up to the moving pillars when they are extended (via slow time). Quickly single jump across, kill the enemies, take the sand and move on by using the stab switch to rotate the pillar above the save fountain. Ledge to the next rubble wall and break through. Use the stab points to get across the gap.





(ABOVE LEFT) Slow time is not needed here. Just jump through the gap using timing.

(ABOVE RIGHT) Clank onto the stab point and hop over via bar.

(BELOW LEFT) Time this by SLOWING TIME when the pillar is halfway in the wall and wall run bouncing onto it.

(BELOW RIGHT) Stab the switch and get onto the pillar in the middle.

Break the fourth rubble partition in the cave and wall run to the bars to the Rayman chute. Slide down, hack off the face of anyone who isn't Persian and use the stab points to reach the beam to the columns. Column hop over to the dog platform and proceed to give the finger to the PETA by repeatedly ramming a 16" long piece of Damascus steel through the sand dogs' guts until they puke their guts out. Smash the rubble wall and move on to the next section via a wall run to the stab point.



(ABOVE LEFT) Slow time and roll under the log traps using the lowered depression on the right.

(ABOVE RIGHT) Wall run onto the fast smashing pillar. Wall run off it to avoid the traps.

Move to the top of the many pillars and you can either slow time and go through part of the rising/falling pillar traps, or move quickly through in the wet depression on the right side to avoid most of the traps (rolling). To beat the fast moving pillar, just wall-run on the right, climb up onto the trap and wall run to the save point.

Le Royal Kitchen

Some hefty enemies here, but you can ignore them and move on since there are infinite respawns. With Sharaman's Sword, this should be easy. Locate the stab point and head up. Make way across the kitchen to the wall switch on top of the door. Hit it and head through the door.



(ABOVE LEFT) In the kitchen stab point up.

(ABOVE RIGHT) Hit the wall switch and get the hell out.



Le Secret Passage

After the save, there is a moderately easy trap to navigate. Head up for another save point.

Le Lower Tower

Now comes the hard part. Try to expend as little sand (if at all) going up the Tower of Babel. You need a lot of sand for the final upgrade, but you should try to do each part of the tower perfectly to save sand. Simply move up the Tower of Babel using all you learned. The lift puzzle here is simple -- move the turnstiles twice (lower, then upper) to bring the box up to the level you can move it. Move through the tower's trapped interior to the other side. Save the game.



(ABOVE LEFT) Operate the lower turnstile switch and then the upper one to get the movable box out.

(ABOVE RIGHT) Use the ledge-beams to get to the upper level.



Le Middle Tower

Keep this save game in-case you fail to obtain the life upgrade. Enemies killed here may sometimes drop sand -- try only to use sand if you are in danger of losing the life upgrade, nothing else. Stab point up and wall run to the second lift puzzle. Rotate the lower turnstile, move the box from the first lift to the second, operate the upper turnstile and then follow the box to the enemy held third level to move on.



(ABOVE LEFT) Operate the lowest turnstile switch and take the box out from the first lift to the second.

(ABOVE RIGHT) Use the upper turnstile to move the box to the highest level.

(BELOW LEFT) Move the box to ascend the empty lift. Wall run bounce to it.

(BELOW RIGHT) The **LIFE UPGRADE 6 of 6** is inside this hole.

Life Upgrade 6 of 6.

Use sand only to get the upgrade and try not to use any from the save point to here. Chances are the enemies and the objects in this short area refilled the sand tanks. A suspicious landscape camera shows you a potential detour. Take it by lining up from the ledge above and dropping down onto the beam. Head in with full sand tanks if possible.



The most dangerous part is actually the wall bounce between the two log traps (past the rotator). You need to slow time down and perfect the timing -- once that's done, the trap after can be avoided using another session of slow time. The final trap is avoidable only by using slow time for a third time. Note if you used reverse time, you pretty much increased your cost of doing this part by 50%. Die and try again from the beginning instead of reversing time.



(ABOVE LEFT) SLOW TIME is an absolute must for all three sets of traps in the middle tower.
 (ABOVE RIGHT) If you miss, die and retry instead of wasting sand to rewind.

Note there are no objects to break while in the upgrade hall to refill sand on a failure, so you can't die until Persian Ninja reaches the very (obviously trapped) mid-tower hallway to have a temporary checkpoint, or you might as well reload from the Middle Tower savepoint. At the checkpoint, regain sand and use slow time to pass by the trapped interior once more. Use it sparingly and try not to screw up -- reverse time costs as much as slow time. After the first section of trapped interior, the garden area is relatively tame, since the enemies are easily killed using the super sword.

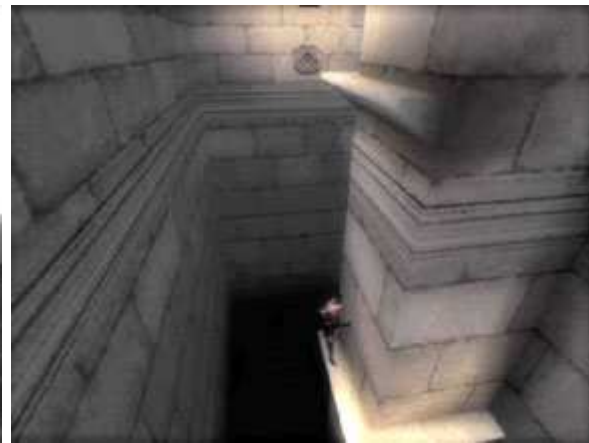


(ABOVE LEFT) Move the box onto the lift and then use the turnstile to raise it to the top floor.
 (ABOVE RIGHT) Move the box out of the lift and place it to raise the empty lift car.
 (BELOW LEFT) From the ledge, hop to the burned blackened columns hanging from the roof.
 (BELOW RIGHT) There are stab points hidden on the grating.

Sand Tank Warning - Use the opportunity now to refill sand tanks from enemies and not to worry too much about life. Full sand tanks mean an easy boss fight in about five minutes. No (or few) sand tanks mean you will be retrying forever. Hahahahahahaha.



(ABOVE LEFT) Walk across the floating structures to the save.



(ABOVE RIGHT) Just past the save is an easy bounce to ledge puzzle.

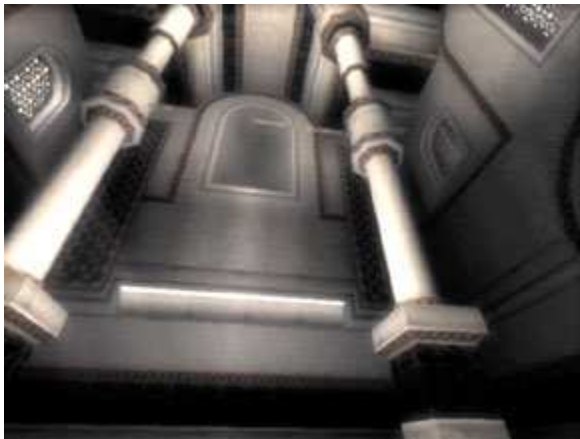
Use the simplest secondary chop to kill the enemies and then push the box in the middle to the lift, operate the turnstile and follow the movable box upstairs. Use the box to raise the second carriage to access the upper corner area of the garden room. Move on out using the ledges and make way across the room using all the tricks available -- the only tricky part would be to identify the dark charred stumps that function as columns in the high area of the room. You only touch on safe ground temporarily in many cases. Quick thinking and fast reflexes deliver you to the save point.

Le Upper Tower

Head across the gap to the stab point and move through the trapped hallway to the other side. Do not use up any more sand, if possible. The boss will be annoying just with six tanks on Hard. Only one potentially lethal trap is awaiting Persian Ninja - it's otherwise a simple matter of reaching the terrace save point.

Le Terrace

The last puzzle here is simply to hit the wall switch at the top of the terrace, hop the nearby railing, drop and head through the door to the final lift to the rooftop, where you use a Rocket Launcher and fight a T-103 Tyrant ... with sand tanks and a Sharaman Sword. You get all that?



(ABOVE LEFT) One final disappearing ledge, but one that's tame if missed.



(ABOVE RIGHT) No sand for this -- hit the wall switch, hop over the fence, drop and go through the door.

Boss - The Vizier.

First thing to know is dodge sideways all the time, so you avoid using sand tanks. When the boss does a little attack and misses, it is vulnerable to being punked (i.e., kicked in the Balzsac) with the secondary weapon. Notice that while the weapon kills normal enemies easily, it does almost no damage to the boss.



Still, it has longer reach than the primary and does a little more damage. Attack the boss *twice* and be ready to dodge

away -- any blow after the third hit will simply be blocked, leaving an opening for a counter-attack. Keep the pattern going, dodging until the boss misses its own attack, then hitting it twice.

When the boss slinks far off to avoid Persian Ninja and trades witty Shakespeare induced monologues, it is a signal of the boss to hurl rocks at Persian Ninja. Avoid the rocks (one to three -- more as the boss suffers more damage) by dodging sideways once per rock thrown. After repeating this pattern enough, the boss will simply summon rocks to crush you.



(ABOVE LEFT) Play conservative and the boss won't do much damage.

(ABOVE RIGHT) Avoid the rock tumble and wall run behind the boss to stealth kill it.

During the rock tumbling phase, avoid the rocks on the arena floor and wall run vertically behind the boss to do a stealth kill. This is the only way to destroy the boss and trigger the final phase. Missing is a bad idea, since it places Persian Ninja squarely back into the mixer. Still, reverse time here only if you are in danger of dying. A boss this nasty will require reverse time once more to make sure you can kill it using the stealth kill later. Stealth kill the boss three or four times (more if you miss a few times). This goads the boss into wrecking the arena completely, leaving only floating stones that act as ledge-beams, bars, walls, and elements you use to assault it.



(ABOVE LEFT) You can barely see the rock (top of image) but you can wall run and start your ascent to get to the boss.

(ABOVE RIGHT) This is the final frame right before the dagger flares and the stealth strike is enabled.

Climb the broken arena quickly enough and you will avoid the death shot the boss fires. If not, reverse time and move faster next time (sometimes, not at all, if you have cover). Get to the top and be prepared to do one final stealth blow *after the camera 'Matrixes' around the dueling duo once*. If you miss, reverse time and try again. This should be the final blow for the "final" boss.

Le Mental Realm

This next part is easy -- you can't die, and with the cinematic save, you can retry here easily. To get out, simply jump (or do your best to get out of) each Persian Ninja movement exercise after destroying the enemy on the platform. Only in the last part, when summoned to leave, is escape to the light at the top of the stairs the only solution.

Le Fin