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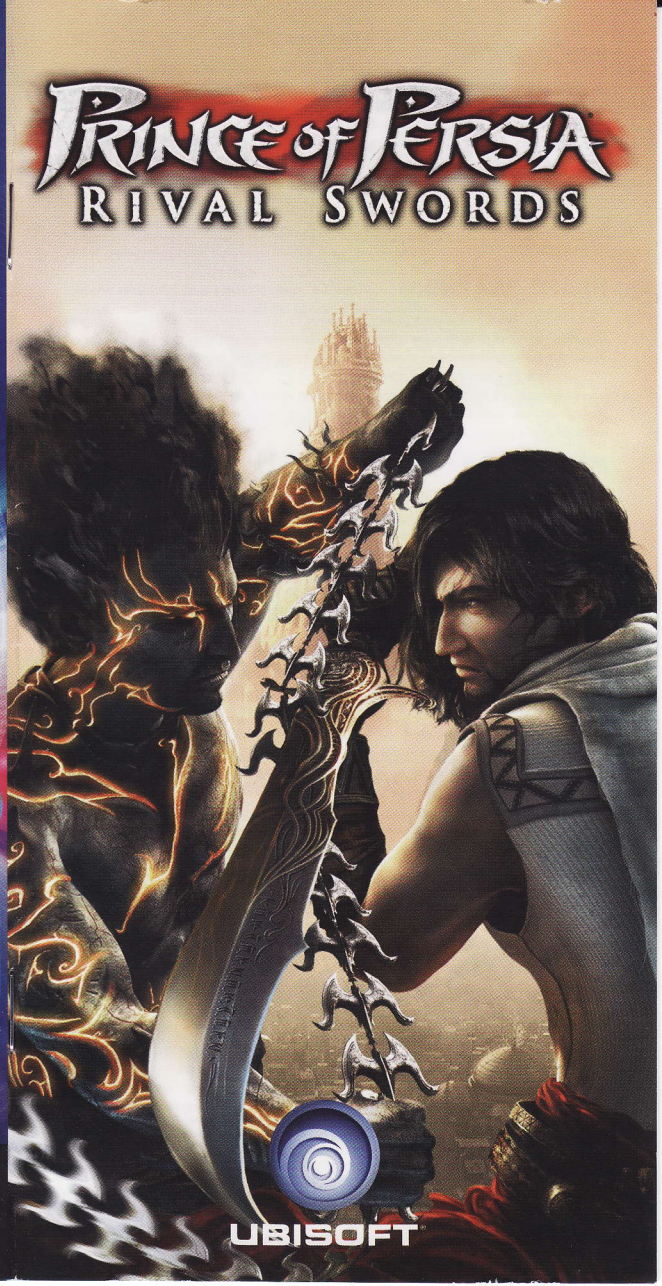
PRINCE OF PERSIA
RIVAL SWORDS



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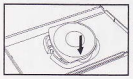
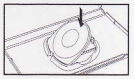
PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit http://www.pegi.info

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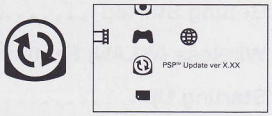
SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP®Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP® system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: **yourpsp.com**

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

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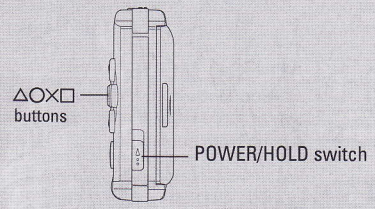
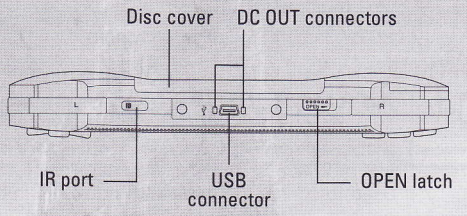
GETTING STARTED

Right side view



Front view



Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Prince of Persia® Rival Swords disc with the label side facing the rear of the PSP® system and then securely close the disc cover. Please select your desired language via the PSP® System Home Menu.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the × button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

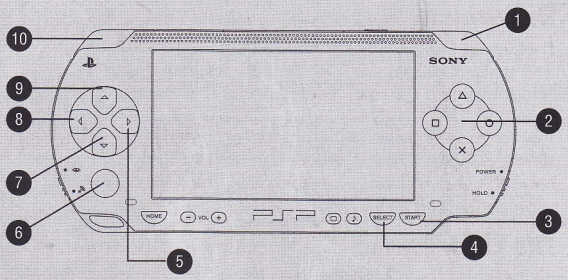
GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP®Game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

STARTING UP



1 **R Button**
Walling/Swing/Block

2 **△ Button**
Prince: Secondary weapon attack
Dark Prince: Chain swing/ Chain Attack
Grab/Speed Kill

○ Button
Prince: Pick up/Throw/ Drop weapon
Dark Prince: Spin Chain

✕ Button
Roll/Jump/Action

□ Button
Dagger attack

3 **START Button**
Pause/menu

4 **SELECT Button**

5 **Direction Right**
First person toggle

6 **Analog Stick**
Control Prince movement/ Move camera when holding L

7 **Direction Down**
Time Powers. Tap for slow, hold for rewind, hold with R1 for attack power

8 **Direction Left**
Centre camera behind prince

8 **Direction Up**
Landscape camera

10 **L Button**
Hold to control camera

Home Button
Displays the Home Menu

THE STORY

The Prince returns home to find his city of Babylon ravaged by war. As he discovers that The Vizier is behind the attack, he slowly becomes corrupted by the sands of time. Confronted with a second corrupted personality, he will have to find The Vizier and kill him. On his quest for revenge our Prince will meet Farah, from whom he will learn compassion and responsibility. He will ultimately stand for his people and become a King.

CHARACTERS

The Prince

At this point in his life, the Prince has seen and done it all. He's a little bitter, a little jaded and a little sarcastic. His personality is a mixture of the wit and whimsy from Sands of Time and the gravity of Warrior Within. He has also had time now for more introspection and reflection – he will observe his surroundings with a keener eye. There is something very dignified and very sophisticated about the way he approaches things.

The Dark Prince

He is ruthless and reckless in all things. He is also extremely violent (he takes great pleasure in brutal combat), rude, and completely lacking in morals. However, since he's derived from the Prince, he's quite clever in his cruelty. He is much like a little devil on the Prince's shoulder. If he wants the Prince to listen to him, he's got to be a little bit charming. Simply demanding things isn't going to get his mission accomplished.

Kaileena

Kaileena returns to Babylon with the Prince with hopes of starting a new life. Unfortunately, as grateful as she may be to the Prince, she also knows of the fate that awaits her upon her arrival.

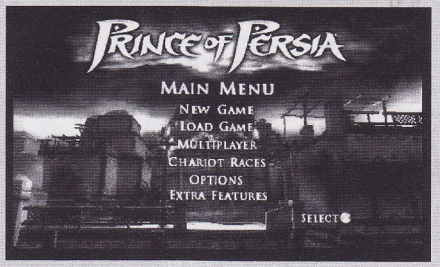
Farah

Although events chronicled in The Sands of Time never occurred, seven years have still passed since we last knew Farah. Over time, she has become a little wiser and matured as a person. She alternates between the pursuit of knowledge (taking an intense interest in politics and history) and honing her battle skills. She continues to favour the bow – considering distance combat far more effective.

The Vizier

The Vizier is sneaky, manipulative, vicious, and absolutely mad. He has become obsessed with achieving immortality and has committed unspeakable atrocities in his quest to obtain it. He commands a powerful army and is now technically the ruler of the largest empire the world has ever known. And yet he cares for none of this. He wants just one thing: The Empress.

PLAYING THE GAME



Main Menu

Use the analog stick or the directional buttons to move through the following options, then press the ⊗ button to confirm.

Press the △ button to go back to the previous menu.

- **Start New Game:** start a new game.
- **Load Saved Game:** resume a previously-saved game.
- **Extra Features:** access artwork and videos from all 3 games of the Trilogy.
- **Options:** access the Options menu to adjust various settings.
- **Multiplayer:** access the multiplayer options.
- **Chariot Races:** chariot menu.

Options Menu

On this screen, you can adjust the following settings for the game:

- **Sound:** adjust the balance of music, voices, and sound effects.
- **Display:**

– Tutorials: turn tutorial messages on/off.

- **Camera:**

– Free Look: choose between Normal and Inverted.
– Rotation: choose between Normal and Inverted.

- **Controller:** button mapping.
- **Language:** change the language.

Multiplayer Menu

Selecting this option takes you to the Main Multiplayer Screen. The nickname assigned to the PSP® System in the system settings is used as the nickname for displaying available games, or displaying oneself as a potential player. This title does not support certain characters used in the PSP® system's Nickname. Please ensure your nickname uses only alphanumeric characters (a-z and 0-9). Nicknames with special characters will result in difficulties when trying to play a multiplayer game.

From here you will be asked whether you want to host or join a game. If you choose Host, you will go to the map selection screen and wait for a player to join your game. If you choose Join you will see a list of the games available to join. Choosing a game will take you to the map selection screen. From here both players must select which map they would like to race on, and once both players have locked in their selection the host will start the game.

Chariot Menu

Selecting this option takes you to the Chariot Menu. The player will be able to select which races to play.

In-Game Menu

You can pause gameplay at any time by pressing the START button. This will bring up the following screen:

- **Continue:** resume gameplay.
- **Combo List:** access the list of combos and their descriptions.
- **Options:** access the Options menu to adjust various settings.
- **Quit:** quit your current game and return to the Main Menu.

Saving

At specific points in the game (fountains), you will be prompted to save your game.

Game Over

If the Prince dies in the course of gameplay, the following screen will appear:

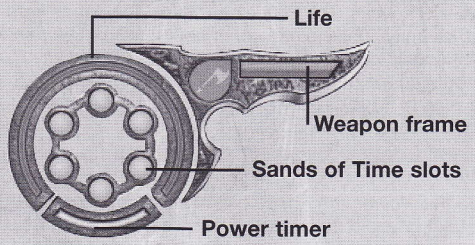
- **Retry:** resume the game from the most recent checkpoint.
- **Quit:** quit your current game and return to the Main Menu.

Loading

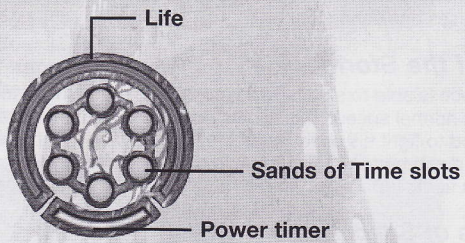
To continue a previously-saved game, choose Load Saved Game from the Main Menu.

IN-GAME INTERFACE

Prince



Dark Prince



Main Interface

The player can always see his life meter, the six **Sand of Time slots**, and his **power timer** (displaying the remaining time for each power usage).

Secondary Weapon Interface

Throughout the game, each time the player picks up a secondary weapon, a small new interface appears next to the main HUD. It displays the kind of weapon found and its remaining hit points.

THE POWERS OF TIME

The Prince can use the Sands of Time he gathers from his dead enemies to trigger special powers and attacks that will help him complete his journey. The Prince can go back in time with the Recall ability, slow down time with the Eye of the Storm ability, knock enemies off their feet with the Sand Winds ability, and instantly kill his foes with the Sand Storm.

The Prince must collect Sands of Time in order to be able to use the Sand Powers. The Prince can collect the Sands from defeated enemies, objects broken, or from Sand Gates. Sand Gates are spread out throughout Babylon and contain concentrated forms of Sands. These either give the Prince new Powers, or Sand Credits (which are used to purchase unlockable items in the extra content menus).

Recall

By using this Power, the Prince can rewind time to cancel any mistake or avoid any attack. Once he has rewound, he can change or correct his actions. The power timer displays how much time the Prince can rewind.

Press and hold the down button to turn back time. When you reach safety, release the down button to resume play. Each rewind uses one sand slot.

Eye of the Storm

The Prince is able to slow down time whilst he continues to move at normal speed. This allows him to defy speed-limited traps and to fight his enemies as they are slow and helpless. Tap the down button to use the Eye of the Storm attack during a fight. Tap it again to return time to its normal speed.

Winds of Sand

This is an extremely powerful attack that knocks all the enemies surrounding the Prince to the ground and inflicts damage. This move cannot be blocked.

Sand Storm

This is an extremely powerful attack that instantly kills all the enemies surrounding the Prince. It is a charged attack; therefore it is not instantaneous and involves a little risk to trigger. This move is also impossible to block.

MOVES

Basic Moves

The Prince will automatically climb obstacles, roll and jump over deadly pits. When near a wall, he can also perform a vertical or horizontal wall-run and rebound from the wall in the opposite direction. He can also do multiple rebounds to climb up between two walls.

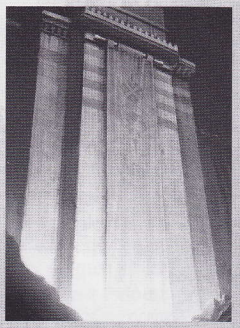
Stealth Movement

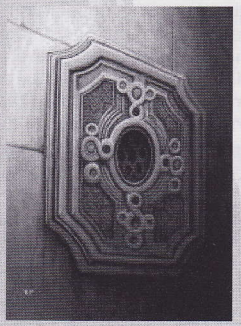
When the Prince is within the "detection range" of the enemy he automatically adopts a "stealth" style of movement, thus making less sound and not alerting the enemy to his presence. This indicates to the player that it's possible for the Prince to be detected by the enemy, and that there is an opportunity to Speed Kill an enemy.

Environment

The Prince can interact with all the elements around him:

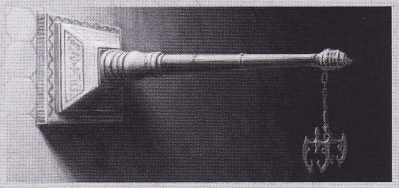
- **Ledges:** climb, drop, lean and rebound.
- **Ladders:** climb and rebound.
- **Columns:** climb, rotate and rebound.
- **Poles:** lean, drop, swing and rebound.
- **Beams:** move, drop and jump.
- **Curtains:** slide down, rebound.
- **Dagger Plates:** wall-run side to side, drop, jump up or away.
- **Narrow walls:** slide down, climb up, jump away.



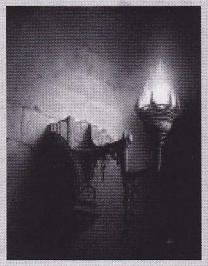


Additionally, the Dark Prince can interact with a few extra elements:

- **Chain swing:** swing from a horizontal pole (different from other poles).



- **Chain walling:** wall-run chain swing from a hook on a wall.



Mechanisms

The Prince can also interact with mechanical elements around him:

- **Boxes:** can be pushed or pulled.
- **Pressure plates:** by stepping on them, some mechanisms will be activated for a short amount of time.
- **Rotating levers:** they offer several activation choices depending on the direction they are pointing in.
- **Dagger pressure levers:** stab the dagger into a Dagger Plate and pull down to activate a mechanism.

The Dark Prince can also interact by using the Daggertail:

- **Chain switch:** use the Daggertail to pull a block out of a wall, activating a switch.

FREE-FORM FIGHTING

The Prince

As a master warrior, the Prince can perform a great variety of advanced and deadly fighting techniques. He can take advantage of the environment around him (ladders, pillars, walls, etc.), grab enemies and take their weapons to throw or use as secondary weapons.

The Prince can use his superior agility to gain the upper hand when fighting enemies. After each action, a choice of several new actions is available to you. In this way, you can create custom combo chains and develop a signature fighting style.

Dark Prince Free-Form Fighting

The Dark Prince can use his superior strength to gain the upper hand with his enemies. After each action, a choice of several new actions is available, allowing him to create custom combo chains throughout the fight. The fighting system is based on the same system as the Prince's, but due to the nature of the Dark Prince's Daggertail, his basic combos inflict more damage, and some moves act slightly differently.

Manning

The Dark Prince is able to step on his enemies and jump over them. From there he can grab them, attack them, or rebound into the air.

Daggertail Grabbing

The Dark Prince can use the Daggertail to grab and pull the enemies closer to him. This makes it easier for the player to attack with a combo sequence.

Airing

Whilst in the air, the player can grab and attack his enemies. He can also rebound off walls to attack with even more power.

Combos

The player can trigger several new Daggertail combos by entering the correct button configurations. Combo hits can gain several abilities:

- **Dark Prince Finish:** kills a "finishable" enemy with a special move.
- **Ground:** projects the enemy onto the ground.
- **Break:** breaks the enemy's guard.
- **Area:** rotating attack that hits several enemies.
- **Hurricane:** the Sand Prince does a helicopter Chain Spin above his head, which distances enemies and knocks them to the ground, but inflicts very little damage.

Prince Speed Kill

The Prince Speed Kill is a sequence of opportunities to stab the enemy several times with the Dagger. It is a challenge based on timing and reflexes.

Dark Prince Speed Kill

The Dark Prince Speed Kill is a button mashing sequence using the chain to strangle the enemy. The challenge involves being able to press buttons fast enough.

Single-Weapon Techniques

Right hand

Single Slash	■
Double Slash	■+ ■
Triple Slash	■+ ■+ ■
Furious Slash	■+ ■+ ■+ ■
Asha's Fury	
(enemy on ground)	■
Dagger	
Charge Attack	■ (only effective with specific swords)

Left hand

Grab	△
Human Shield	△ (hold)
Grab to Boosting	△+ ✕
Grab Strike	△+ ■
Grab Throw	△+ △
Steal Weapon Kill	△+ ● (enemy is weak)
Acrobatics	
Aerial Slash	(toward enemy) ✕+ ■
Aerial Landing Slice	(toward enemy) ✕+ ■+ ■
Aerial Kick Attack	(toward enemy) ✕+ △
Landing Sweep Kick	(toward enemy) ✕+ △+ △
Aerial Slice	(toward enemy) ✕+ ●
Landing Weapon Steal	(toward enemy) ✕+ ●+ ●

Other combos

Block	**R** (hold)
Counter Attack	**R** (hold) + ■
Counter Double Slice	**R** (hold) + △

Double Weapon Techniques

Right hand

Triple Slash	■+ ■+ ■
Furious Slash	■+ ■+ ■+ ■
Rage of Darius	■+ ■+ △+ △+ △
Azad's Retaliation	■+ ■+ △+ △+ ■
Azad's Furious Retaliation	■+ ■+ △+ △+ ■+ ■
Mithra's Vengeance	■+ ■+ ■+ △+ △

Left hand

Left Hand Charge Attack	△ (Hold)
Misery Gale	△+ △+ △
Oblivion Twister	△+ ■+ ■
Furious Oblivion Twister	△+ ■+ ■+ ■
Harassing Cyclone	△+ ■+ ■+ △+ △
Tormenting Typhoon	△+ △+ ■+ ■+ △+ △

Acrobatics

Aerial Weapon Throw	(toward enemy) △+ ●

Other combos

Weapon Throw	●
Charge Weapon Throw	● (hold)

Movement Techniques

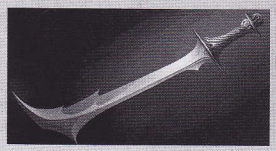
Jump	✕
Jump Slash	✕+ ■
Jump Kick	✕+ △
Roll	(direction) ✕
Roll Pierce Attack	(direction) ✕+ ■
Escape Roll	(lying on the ground) ✕
Stand Up Attack	(lying on the ground) ■
Stand Up Spin Wheel	(lying on the ground) △
Wall Dive Attack	(run toward wall) ■
Wall Spin Kick	(run toward wall) △
Angel Drop	(vertical wall run) ■
Angel Drop Finish	(vertical wall run) ■+ ■
Bladewhirl Attack	(vertical wall run) △
Column Shredder	(toward column) ■
Column Spin Kick	(toward column) △
Time Powers	
Recall	down (hold)
Eye of the Storm	down (tap)
Winds of Sand	**R** + down (tap)
Sand Storm	**R** + down (hold)

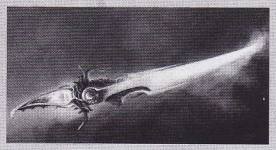
MAIN WEAPONS

The Prince can find and use a huge number of secondary weapons during the game. They are all breakable, and all have different attributes (strength, speed and combo).

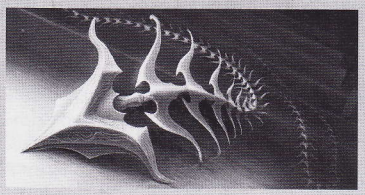
The Dagger.

The Prince uses the Dagger of Time as his main weapon. Though it inflicts less damage then any other standard weapon, its small size allows the Prince to perform speed kills. It can also be used during acrobatics, by stabbing it into a special plate.



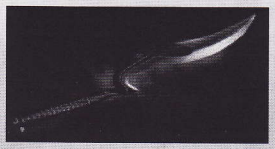


As the Dark Prince, the **Daggertail** is the main weapon, far more powerful than the Dagger due to its greater reach and blade whip nature. It can also be used to grab from a distance and swing around during acrobatics. The Dark Prince cannot pick up any type of secondary weapon.



Secondary Weapons

The Prince can find and use a large number of different secondary weapons during the game. Swords are the most balanced, daggers are the most deadly when thrown, axes knock enemies to the ground and maces inflict massive damage. There are also the Sand Gate Guards' swords, which continuously refill the Prince's Sands of Time.



SPECIAL ITEMS

Water Is Life

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

Life Upgrades

The Prince can also gain some life by completing a corridor full of traps.

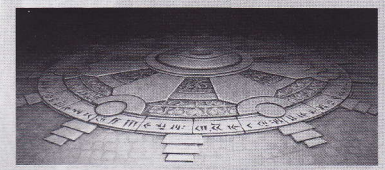
Breakable Objects

Throughout the game the Prince will come across objects that he can destroy. By doing so, he may discover hidden rewards:

- **Miscellaneous Objects:** Sands of Time which fill the Prince's empty sand tanks.
- **Weapon Racks:** the Prince may come across more efficient weapons.
- **Sand Credit Chests:** these will unlock elements of the artwork gallery.

Sand Gates

The Sand Gates are a basic alarm system which also acts as an enemy generator. Located in the stealth zones, **only the Sand Gate Guards have the ability to trigger them**. When a Sand Gate Guard spots the player, he runs towards the Sand Gate to activate it. Once activated, reinforcements are spawned and attack the player in Fight Mode. If the player kills the Sand Gate Guard quickly enough, the Sand Gate will not be activated and no reinforcements will be generated. In either case, when all the enemies are killed, the player can collect rewards from the Sand Gate (i.e. new Sands Of Time powers, Sand Credits, or Sand Slots)



Sand Credits

The Collectibles are unlocked by collecting Sands Of Time during the game, giving Sand Credits. Every time the player collects Sands Of Time during the game, it is logged in the Extras menus. Each Sands Of Time equals 10 Sand Credits,

which will allow the player to purchase Videos, Artwork, and other extras. More desirable items cost more Sand Credits.

Life Upgrade Challenges

The Life Upgrades are given to the players as a bonus reward through Ancestral Statues. The Ancestral Fountain Statues (of the Prince's ancestors) are hidden in the game, requiring the player to explore areas in order to find them. When drinking from these fountains, the Prince is transported to a Mystical Traps Hallway which must be successfully navigated in order to gain the Life Upgrade. There are six Life Upgrade Ancestral Fountain Statues in total.

CHARIOT RACES

There are three all-new environments for the Prince to traverse in his chariot. First you will travel though the Hanging Gardens of Babylon, then though the Sewers, before finally escaping though the Canyon. You begin these races with a full set of sand.

MULTIPLAYER RACES

An entirely new type of multiplayer game featuring unique environments including:

- Gothic Cathedrals
- Overgrown Jungle Ruins
- Giant Machines
- Mysterious Caves
- Opulent Lifts

In this exciting new mode, players may control either the Prince or the Dark Prince, and will race through a patchwork of different locales as they attempt to save (or shatter) the Prince's mind.

Although physically separate, players will have ample opportunity to make their opponent flinch. Each new environment offers opportunities to trigger fiendish traps to delay or destroy your opponent, along with mocking taunts to break their concentration.

Please note that special characters are not allowed in the usernames for multiplayer.

Multiplayer Main Menu

Host Selection Screen

Multiplayer Interface

1) Progression Bar: Top bar is you and the bottom bar is your opponent.

2) Landscape camera: This enables you to see the path that lies ahead, indicating where the exit is and where traps potentially lie in wait.

3) Trap Set Icon: Indicates that you have set a trap / or your opponent has triggered your trap.

4) Standard health

Multiplayer – Select the Multiplayer Tutorial for a walkthrough

Multiplayer levels take place in the mental realm. Here the Prince battles against himself and his darker nature for dominance of his mind.

Each multiplayer level is divided into three colour-coded paths. There is a hint walkway at the start of each level directing you to each path.

Red paths are the fastest and riskiest. Take this route if you're willing to gamble that you're good enough to finish before your opponent can trigger traps that will force you to backtrack and lose time. There are no sand pots here to refill your reserves.

Yellow paths are slower than reds, but they allow you to activate traps to block your opponent. Also, any traps set against you can be manoeuvred around with little time and effort. This path will require the use of some sand slots, but you'll find a few ways to replace them.

Green paths are the easiest and slowest. You will have two chances to set traps for opponents, but none can be set against you. Numerous sand pots will be available along this path. Of course, it will cost time to consume them.

Each multiplayer level is separated by a common hub level. You may refill your sand slots and life in this area, at the cost of some time.

HINTS AND TIPS

- Don't forget to block! When fighting, press and hold the R button to protect the Prince from most enemy attacks.
- During combat, don't just stand in one place! Use the Prince's athletic abilities to stay on the move and take advantage of his surroundings; walls, pillars, ladders, etc.
- Don't forget to rewind!
- Take advantage of slow motion to help you fight and avoid traps.
- Use the first-person camera to look around, and the landscape camera to get the big picture of where you are.
- Don't fight your enemies one by one. If you're surrounded, a more effective tactic is to divide your attacks among them in quick succession, using the Prince's superior agility to your advantage.
- Always remember to pick up dead enemies' weapons.
- Don't forget to break destructible objects – you may discover hidden rewards.
- There are places where you can change from one path to another in multiplayer levels.

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HINTS & TIPS

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