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Prince of Persia: The Two Thrones
Xbox, Playstation 2, Gamecube, PC

Developer: **Ubisoft**
Publisher: **Ubisoft**
Rated: "**M**" for **Mature**

Strategy Guide & Walkthrough made by **Berserker**

INTRODUCTION

On his way back from the Island of Time, having defeated the Dahaka, the Prince was expecting to return home to a peaceful Babylon. He had changed his fate and even saved Kaileena, the Empress of Time, from her fate on his journey. "All that is yours is rightfully mine, and mine it will be", a voice proclaims from some unknown distance. When the Prince reaches the shores of Babylon he witnesses his city set ablaze. As the Prince looks in shock at the horror in front of his eyes, his boat is destroyed. Waking up to a wrecked boat near the shores of Babylon, the Prince sees Kaileena being taken prisoner by some unknown guards. He sets off to save Kaileena and find out what went wrong.

In *Prince of Persia: The Two Thrones*, the player is given, for the first time, the opportunity to avoid battle by the use of Speed Kills. This guide will list every opportunity for every speed kill, as well as give you a full walkthrough from beginning to end with life upgrade locations as well as other secrets. If you want to know the precise time to press the primary attack button for a speed kill then the speed kill stab animations section will make an excellent read.

CONTROLS

PC

Space	Jump/Roll
Left Mouse Button	Primary Attack
E	Secondary Attack/Speed Kill
C	Throw Weapon/Pick Up Weapon/Drop
R	Recall
Q	Landscape View (look for icon)
Right Mouse Button	Wall Run/Move crate/Block
F	First Person View
X	Recenter Camera
W, A, D, S	Move Character
Mouse	Move Camera
Esc	Display Pause Menu

Playstation 2

X	Jump/Roll
Square	Primary Attack
Triangle	Secondary Attack/Speed Kill
Circle	Throw Weapon/Pick Up Weapon/Drop
L1	Recall
L2	Landscape View (look for icon)
R1	Wall Run/Move crate/Block
R2	First Person View
R3	Recenter Camera
Left Analog	Move Character
Right Analog	Move Camera
Start	Display Pause Menu

CHEATS

PC

Secret baby rattle weapon:

Successfully complete the game under the easy difficulty setting. Take out your dagger and do not have any secondary weapon. Pause game play, then press [Left] [Left] [Right] [Right] [Up] [Down] [Down] [Up] [Up] [Down].

Secret telephone weapon:

Successfully complete the game under the normal difficulty setting. Take out your dagger and do not have any secondary weapon. Pause game play, then press [Right] [Left] [Right] [Left] [Down] [Down] [Up] [Up] [Up] [Down] [Up] [Up]

Xbox

A	Jump/Roll
X	Primary Attack
Y	Secondary Attack/Speed Kill
B	Throw Weapon/Pick Up Weapon/Drop
L	Recall
White	Landscape View (look for icon)
R	Wall Run/Move crate/Block
Black	First Person View
Right Analog (push)	Recenter Camera
Left Analog	Move Character
Right Analog	Move Camera
Start	Display Pause Menu

Gamecube

A	Jump/Roll
B	Primary Attack
Y	Secondary Attack/Speed Kill
X	Throw Weapon/Pick Up Weapon/Drop
L	Recall
Z	Landscape View (look for icon)
R	Wall Run/Move crate/Block
D-pad	First Person View
Analog	Move Character
C-Stick	Move Camera
Start	Display Pause Menu

Xbox

Restore all sand slots:

Click and hold the Left Analog-stick and quickly press B, B, A, X, X, A, Y, Y during game play.

Secret king sword weapon:

Press Start to pause game play, then press Up, Down, Up, Down, Left, Right, Left, Right, Y, X, Y, X.

Secret baby rattle weapon:

Successfully complete the game under the easy difficulty setting. Press Start to pause game play, then press Right, Right, Left, Left, Y, X, X, Y, Down, Up.

[Down] [Down].

Secret swordfish weapon:

Successfully complete the game under the hard difficulty setting. Take out your dagger and do not have any secondary weapon. Pause game play, then press [Up] [Down] [Up] [Down] [Left] [Right] [Left] [Right] [Up] [Down] [Up] [Down].

Secret chainsaw weapon:

Take out your dagger and do not have any secondary weapon. Pause game play, then press [Up] [Up] [Down] [Down] [Left] [Right] [Left] [Right] [Up] [Down] [Up] [Down].

Playstation 2

Restore all sand slots:

Hold L3 and quickly press Circle, Circle, X, Square, Square, X, Triangle, Triangle during game play.
Secret king sword weapon:
Press Start to pause game play, then press Up, Down, Up, Down, Left, Right, Left, Right, Circle, Square, Circle, Square.

Secret baby rattle weapon:

Successfully complete the game under the easy difficulty setting. Press Start to pause game play, then press Left, Left, Right, Right, Circle, Square, Square, Circle, Up, Down.

Secret telephone weapon:

Successfully complete the game under the normal difficulty setting. Press Start to pause game play, then press Right, Left, Right, Left, Down, Down, Up, Up, Circle, Square, Circle, Circle, Square, Square.

Secret swordfish weapon:

Successfully complete the game under the hard difficulty setting. Press Start to pause game play, then press Up, Up, Down, Down, Left, Right, Left, Right, Circle, Square, Circle, Square.

Secret chainsaw weapon:

Press Start to pause game play, then press Up, Down, Up, Down, Left, Right, Left, Right, Circle, Square, Circle, Square.

All platforms:

Secret telephone weapon:

Successfully complete the game under the normal difficulty setting. Press Start to pause game play, then press Left, Right, Left, Right, Up, Up, Down, Down, Y, X, Y, Y, X, X.

Secret swordfish weapon:

Successfully complete the game under the hard difficulty setting. Press Start to pause game play, then press Down, Up, Down, Up, Right, Left, Right, Left, Y, X, Y, X.

Secret chainsaw weapon:

Press Start to pause game play, then press Down, Down, Up, Up, Right, Left, Right, Left, Y, X, Y, X.

Gamecube

Restore all sand slots:

Hold B on controller four and quickly press X, X, A, B, B, A, Y, Y on controller one during game play.
Secret king sword weapon:
Press Start to pause game play, then press Up, Down, Up, Down, Left, Right, Left, Right, X, Y, X, Y.

Secret baby rattle weapon:

Successfully complete the game under the easy difficulty setting. Press Start to pause game play, then press Left, Left, Right, Right, Y, X, X, Y, Up, Down.

Secret telephone weapon:

Successfully complete the game under the normal difficulty setting. Press Start to pause game play, then press Right, Left, Right, Left, Down, Down, Up, Up, X, Y, X, X, Y, Y.

Secret swordfish weapon:

Successfully complete the game under the hard difficulty setting. Press Start to pause game play, then press Up, Down, Up, Down, Left, Right, Left, Right, X, Y, X, Y.

Secret chainsaw weapon:

Press Start to pause game play, then press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, X, Y.

Easter Egg - Voice credits:

Play through the game until getting to the large courtyard just immediately before the first chariot sequence, during your second Dark Prince transformation. Look in the corner of the courtyard to find a hole in the ceiling which enemies appear from until you leave the area. Stab and hang from the panel near that hole to open the exit. Climb the pole nearest to the hole in the ceiling to hear a monotone female voice announce the game's voice credits.

WALKTHROUGH - Chapter 1: Our Arrival at Babylon

Part 1 - Shores of Babylon

After the beginning cutscene, roll under the door ahead and head to the left. Jump and climb on top of the wooden structure next to the fireball on the ground. Make a series of three big leaps to the next few platforms, then wall run to the fourth platform. Run directly up the wall to the right after the wall run and shimmy to the area on the left. Drop from the ledge and slide down the ladder in the back.

Enter the wreckage of the building to the right and climb up the column. Turn your backside to the second column and jump. Climb up the second column and jump again. Position your back to the wooden platform on the side of the building (rotate the camera) and jump to it. Climb to the top of the wooden walkway with the railing, hang off the side closest to the column, and jump to the column. Turn your back to the crevice in the wall to the side and jump to it. Shimmy along the crevice and drop to the platform. Position the camera to face the small ledge above the crevice on the other side, then wall run toward the small ledge. Jump to the crevice and use it to shimmy across to the top of the wall. Fall and grab onto the side of the wall and drop to the rock below. Use the save fountain to save your game.

SAVE FOUNTAIN

Part 2 - The Ramparts

Run down the ramp ahead and hit the landscape view button to see some enemies around the area. Climb up the ladder to the side and walk to the right afterwards. [SPEED KILL] After the cutscene, you will be given the option to perform your first speed kill. The Prince will automatically crouch and enter a sneaking animation when approaching an enemy from behind. To perform a speed kill, walk behind the enemy until the screen becomes distorted then press the secondary attack button to initiate the speed kill animation. As the animation slows down you must press the primary attack button during that instant to continue the speed kill animation. For the first few speed kills, the tutorial will guide you through each strike animation, but for the rest, you will need to time the primary attack button presses appropriately. [END SPEED KILL]

Press the landscape view button to get an idea of where to go next. Hop to the other side of the railing to the right and jump to the column. [SPEED KILL] Slide down the column and perform a speed kill to the enemy up ahead. [END SPEED KILL] Wall run to the platform across from the enemy and shimmy along the crevice up above it. Pull yourself up to the ledge after shimmying then jump to the next crevice and shimmy some more. Fall down and walk along the next ledge, then jump to the wooden platform. Get on the ladder, but don't slide down just yet. [SPEED KILL] Wait for the guard at the bottom to walk toward the ladder. Slide down the ladder and perform a speed kill when he turns around. [END SPEED KILL] Run down the broken ramp and head to the right. This next guard will not turn around so you will have to fight him. Use this chance to get used to the free form fighting system that is exclusive to the Prince of Persia series. Block his attacks and counter. Use the jump button to leap over him and strike him to knock him down. Pick up his sword afterwards from his dead body.

Walk further down the alley until you see a waterfall in the distance. Wall run along the left wall then jump while wall running to reach the ledge on the right. Pull yourself up the first ledge then jump to the next and shimmy to the next area. Climb up the ladder and run up the wall to reach the window. After the cutscene, wall run to the red curtain on the left. The Prince will automatically sink his dagger into the curtain and slide down to the next level. Walk into the open area and three guards will charge you. Focus on one at the start of the battle. Once one of them has fallen, throw your weapon at one of the others for some major damage, then grab the fallen guard's weapon to continue the battle. Pick up a strong secondary weapon and head to the building they came from.

Walk through the entrance and climb the ladder. Jump to the next ladder once the top of the first one has been reached. Turn around on the second ladder and climb to the top. Run up the wall in front of the ladder and jump to the ledge across from the wall as you reach the top. Pull yourself up on the ledge then jump to the ladder across from you. Climb the ladder to the area above. After scaring the birds with the Prince's ramblings, fall off the wooden platform. Jump to the small ledge beside the door on the left and climb on top of the building. [SPEED KILL] Inch your way to the other end of the roof and the birds will automatically fly off alerting the archer below. Wait until the archer goes back to his watch spot then wall run using the left wall to reach the ledge up above him. From the top of the ledge, initiate a speed kill. The Prince will only go through one attack animation for each speed kill done to an archer. [END SPEED KILL]

[SPEED KILL] Approach the doorway and wait until the guard has his back to the ladder, then slide down the ladder and immediately approach him and perform a speed kill. The archer in the back will not notice anything so you can speed kill him after the guard. [END

SPEED KILL] Climb through the open space that the archer was guarding and climb the ladder. Fall to the area below to find a save fountain.

SAVE FOUNTAIN

Part 3 - The Harbor District

Walk along the wooden platform outside and wall run on the left wall then jump to the next wooden platform across from the wall in the distance. On the second wooden platform move to the end, next to the piece of the building that is trailing from the wall, and get on the small ledge. Drop and hang on the ledge and shimmy all the way to the next platform. Walk across the beam to the ledge on the opposite side and follow the ledge around the corner. Stand at the tip of the broken beam and jump to the other beam tip. Roll under the broken wood to enter the next area.

Hit the weapon rack against the side wall for a better sword. Walk out onto the tip of the beam and jump to the top beam above the enemies. **[SPEED KILL]** Walk to the right side of the beam and drop down to the second beam. The birds will fly off and alert the enemies but they will still not see you. Move to the center of the second beam and as the archer turns his back to walk away, initiate a speed kill on the guard below the beam. After the kill, immediately rush behind the archer and perform another speed kill. **[END SPEED KILL]**

Run up the steps in the side area then run up the wall and jump to the beam. Pull yourself up and jump to the second beam. Walk across the second beam to the area ahead. Jump to the beam in front of you and stand on the tip of the beam that is trailing ahead. Now for something a little different - jump toward the gap in front of you and the Prince will automatically spread out his arms and legs to suspend himself in the gap. The gaps are much like ladders only with different animation. Hold down to slide down the gap then drop once you reach the bottom. Two guards will automatically be alerted when you drop to the street below. Fight them off and take one of their weapons if needed.

Go around the corner and jump to the beam on the right. Walk to the right side and jump to the piece of the beam above. Walk to the end of the small beam and leap to the gap up ahead. Climb up the gap and pull yourself up on the side of the building. Look up ahead, in between all the flames in the windows, and you will see a single beam. Jump to the beam and walk to the part of the beam that points toward a gap. Leap in between the gap and slide down it. **[SPEED KILL]** Press right or left to turn around while inside the beam and initiate a speed kill on the guard below. **[END SPEED KILL]**

Go up the stairs and walk into the next area. Use the landscape view to see some enemies below. Once the Prince goes into his crouching animation creep toward the birds in the distance until they fly off. This will alert the enemies below. **[SPEED KILL]** Wait until the enemies go back to their normal stances and jump to the beam above the guard. The screen will distort as you grab on. Pull yourself up and initiate the speed kill. Sneak up behind the archer and speed kill him as well. **[END SPEED KILL]** Climb up the ladder and walk out onto the beam. Use the beam to jump to the railing on the other side. **[SPEED KILL]** Right when you grab on an Archer will walk by in the distance. Wait for him to walk over to the wall and walk back, then pull yourself up and sneak up behind him for a speed kill. He's by himself so don't worry about alerting another enemy. **[END SPEED KILL]** Roll under the broken door to get to the next area. Save your game at the save fountain across from the burning building.

SAVE FOUNTAIN

Part 4 - The Streets of Babylon

Walk to the back of the burning building and run up the side of it to reach the roof. Use the right wall to wall run then jump while running to reach the beam across from the wall. **[SPEED KILL]** Pull yourself up immediately as you grab the beam and wait for the screen to distort then strike the guard below with a speed kill. Sneak up behind the archer for yet another speed kill. **[END SPEED KILL]** Jump to the beam and then leap to the area across from the beam.

Run all the way up the stairs until you reach the dead end. Run up either the right or left wall and jump to each side of the wall in repetition (wall jump). Wait for the Prince to hit each side of the wall then tap the jump button again until you reach either of the ledges above. At the top, grab onto the second ledge above the right ledge and walk to the side of the building. Climb up to the wooden platform up ahead and walk to the end of the beam facing the group of beams in the distance. Jump and pull yourself up onto the first beam then make your way across the rest by jumping. When you reach the balcony across from the guards hop over the railing and hang from the side. **[SPEED KILL]** Jump to the small ledge in the black area of the building across from you. Fall to the second ledge below the first and the screen will distort. Start the speed kill immediately after the turning guard faces away from the

one below you (rotate the camera to see him). Right after the first speed kill immediately sneak behind the second guard and start up another speed kill. [END SPEED KILL]

Enter the area to the left and walk out onto the small beam. Jump to the crevice across from the beam and shimmy to the next small beam. Jump to the next beam and leap to the area across from it. On the other side, go to the end of the walkway and wall run on the right wall then jump to the beam across from the wall while running. Jump toward either the right or left wall and jump off the wall to the beam above. Walk toward the middle of the beam and jump to the room with the fire in the background. Save your game at the save fountain.

SAVE FOUNTAIN

SAND CREDIT LOCATIONS

This section is the locations of all the chests with 10 Sand Credits found throughout the game. Please note that you can pick up sand credits from breakable objects, enemies, and by deactivating the sand gates. The only sands that do not count as credits are the sands that come directly out of the sand gates after deactivating them. The sand credits can be used to unlock extras under the Extra Features menu.

10 Sand Credits

Location: The Ruined Palace

Description: After fighting the two guards that come through a doorway look to the side of the doorway and you will see a chest.

10 Sand Credits

Location: The Fortress

Description: After lowering yourself down the chain and speed killing or fighting the two guards and the archer below, run behind the buildings and leap over the railing in the back to find this chest.

10 Sand Credits

Location: The Lower City

Description: After your first encounter with the sand dogs, walk down the area that they came from and look to the right to see a chest.

10 Sand Credits

Location: Lower City Rooftops

Description: On your way to the fountain that will transport you to the trials for Life Upgrade #2, there will be a chest to the side.

10 Sand Credits

Location: The Temple Rooftops

Description: After the cutscene with the Vizier and after fighting off the transparent sand creatures, walk over to the area where the Vizier entered the area during the cutscene and the chest will be near the door on the left.

10 Sand Credits

Location: The Temple

Description: In the area where you fight sand creatures while you are controlling the Dark Prince, look behind one of the columns. This area has small circular stones and some sunlight will enter from the roof.

10 Sand Credits

Location: The Bowery

Description: After changing to the Dark Prince you will fight some sand wraiths shortly afterward. The chest will be next to a door around a corner.

10 Sand Credits

Location: The Upper City

Description: After dropping from the chain into the area with the sand creatures, the chest will be in the hole that they use to enter the area.

10 Sand Credits

Location: The City Gardens

Description: After fighting the last two guards in this area the chest will be behind the sixth waterfall. The camera will stay zoomed out for this area making the chest a little hard to see.

10 Sand Credits

Location: The Promenade

Description: This chest is located in the back of the wooden walkway that the second sand gate guard patrols. This is above the area where the sand gate is.

10 Sand Credits

Location: The Palace Entrance

Description: After saving at the save fountain for "The Palace Entrance", walk up the stairs ahead and the chest will be to the left by a wall.

10 Sand Credits

Location: The Structure's Mind

Description: In the area with the levers you need to use to solve the puzzle, look to the right of the middle lever platform for a chest.

10 Sand Credits

Location: Well of Ancestors (Part II)

Description: Near the beginning of this area after you land on the section of the floor where you must fight two transparent sand creatures there will be a small section of floor to the left that has a chest in the back.

10 Sand Credits

Location: The Underground Cave

Description: On the other side of the big column that the save fountain for this area is connected to, you will find the chest.

10 Sand Credits

Location: The Terrace

Description: When you walk up the second set of stairs turn to the right and the chest will be at the end of the walkway.

CREDITS

Walkthrough made by Berserker.

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Adobe version adapted by Peter Ekstrom.

Screenshots captured and provided by Nevermore.

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