

PRINCE OF PERSIA

THE SANDS OF TIME™



An ancient curse. A fatal mistake.
And the only way to reverse it is to
COMMAND TIME ITSELF.

AVAILABLE FALL 2003



PlayStation 2



www.ubi.com

320326-MNL

Ubi Soft Entertainment, Inc., 635 Third St., Third Floor, San Francisco, CA 94107
© 2003 Ubi Soft Entertainment. Based on Prince of Persia created by Jordan Mechner. All Rights Reserved. Ubi Soft
and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries. Prince of Persia: The
Sands of Time is a trademark of Jordan Mechner used under license by Ubi Soft Entertainment.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only.
PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. The
ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the
U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C
DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

RATING PENDING



CONTENT RATED BY
ESRB

Visit www.esrb.org or
call 1-800-771-3772
for Rating Information.

FURIOUS MARTIAL ARTS ACTION.



CROUCHING TIGER HIDDEN DRAGON™



CONTENT RATED BY
ESRB

INSTRUCTION MANUAL



www.ubi.com

<http://www.replacementdocs.com>

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

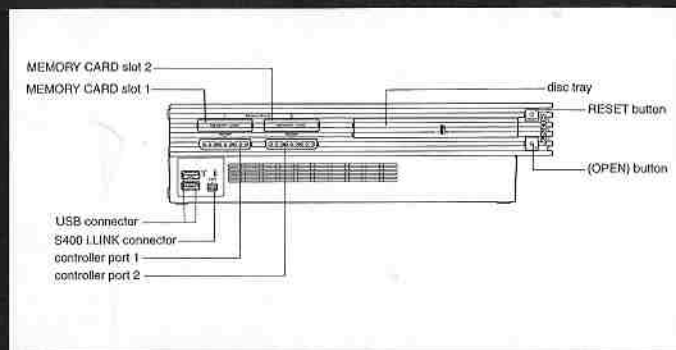
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED	2
CONTROLS	3
INTRODUCTION	7
GAME MENUS	8
PLAYING THE GAME	10
CHARACTERS	12
WEAPONS	15
TECHNICAL SUPPORT	20
WARRANTY	21

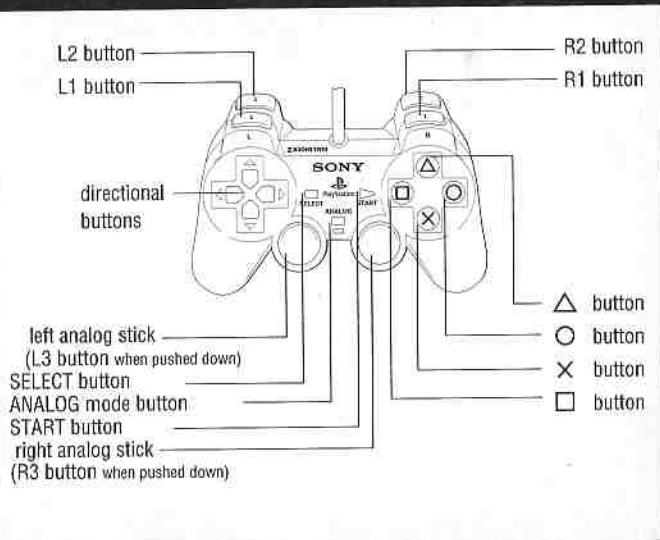
GETTING STARTED



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

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER



L1 button	Block	R1 button	Jump/Evade
L2 button	Grab Enemy	R2 button	Dash
L3 button	Open Door/Pick Up and Drop/Talk	R3 button	Reset Camera
Directional buttons	Menu Navigation	X button	Light Weapon Attack
SELECT button	Use Healing Salve	○ button	Strong Weapon Attack
START button	Pause Game	□ button	Light Unarmed Attack
Left analog stick	Move Character	△ button	Strong Unarmed Attack
Right analog stick	Control Camera		

Tip: Try dashing into a wall to perform flips or a wall run.

ACTIONS

Press the L3 button to open doors, pick up weapons from the ground, drop the weapon you are currently holding, and talk to characters in the game.

HEALING

There are two ways that you can heal your character. The quickest way is to press the SELECT button. You can do this in the middle of combat. By doing so, you will automatically use the smallest healing salve that you have in your inventory. The other method is to press the START button to open up your inventory and manually select the healing salve you want to use.

ATTACKING ENEMIES

BASIC ATTACKS

There are two basic styles of attack, Unarmed and Weapon. Your character will automatically switch between fighting types as you press the various attack buttons. For example, if you are using a sword and press the Light Unarmed Attack button, your character will put away the sword and throw a punch or kick. The Weapon Attacks will vary depending on the particular weapon you are holding.

ATTACK COMBOS

Attack combos allow you to land successive blows that deal more damage to an enemy. All attack combos start with the Light Attack button for a fighting style and consist of 2 to 4 commands from that fighting style. For example, all Unarmed Attack combos use the two Unarmed Attack buttons. Here are two basic combos that can be used for both Hand-to-Hand and Weapon styles:

Light-Light-Light

Light-Light-Strong

SPECIAL MOVES

When you begin the game, you will be given a set of Special Moves, and can earn more as you continue to play. Special Moves are very damaging blows that will usually finish off weaker enemies. Some enemies will become stunned after you successfully complete an attack combo. When this happens, you can perform a Special Move on that enemy. You don't have to make the enemy dizzy to grab him, but it will be easier if you do so.

Tip: A successful Special Move that defeats an enemy will give you bonus experience.



Stand next to a stunned or damaged enemy and press the L2 button to grab hold of him. You now have limited time to perform a Special Move. You must perform a Special Move that relates to the fighting style and/or weapon you are currently using. For instance, if you are holding a sword, you must perform a Sword-based Special Move. The same goes for Unarmed, Spear, and Axe-based moves. Special Move commands are listed in the Pause menu.

If you fail to enter a Special Move in time, make a mistake, or enter the wrong Special Move command for your current fighting style, the enemy will break away. Note that other non-stunned enemies can attack you while you try to complete the Special Move, so strike as quickly and accurately as possible.

DEFENDING AGAINST ENEMIES

BASIC BLOCKING

Pressing and holding the L1 button will allow your character to perform a basic block. Although basic blocking will reduce the amount of damage taken by your character, damage will still occur, and the weapons you are carrying will be destroyed once they have taken enough damage.

COMBO BLOCKING

Combo blocking allows you to avoid all damage from enemy attack combos. When an enemy approaches and begins an attack combo, the Block icon will flash to indicate that you can attempt to block the entire combo. To do this, you must press the L1 button in sync with the attacks. Keep your eye on the Block icon; it will pulse to let you know when to block.

Tip: Try to learn the combo blocking system. It helps you to avoid all damage.

Tip: Successfully evading Combo attacks will restore some lost health.

EVADING

Another method of avoiding damage is to evade or roll out of the encounter. To do this, press the R1 button and move the left analog stick away from the attackers. Your character will attempt to disengage from combat and evade the attack. This method is particularly useful when you are surrounded by enemies.

JUMPING

Press the R1 button to make your character jump. If you press the R1 button again at the peak of your jump, your character will perform a super jump and soar to places that seem otherwise out of reach. Hold the R1 button to help your character glide gently to the ground.

DASHING

By pressing and holding the R2 button, you can make your character run for a limited amount of time. You can also use this command to perform a wall run. Do this by dashing while moving along the surface of a flat wall.

INTRODUCTION

When Mu Bai gives his legendary sword to his lover and fellow Wudan warrior Yu Shu Lien, he anticipates retiring to a life of peace and at long last, love. However, the Green Destiny sword mysteriously vanishes, sparking an intrigue that leads to a defiant young aristocrat and her sinister mentor – Mu Bai's arch-nemesis Jade Fox. In the intricate world of 19th-century China, three master warriors must transcend the laws of space, gravity, and the human body to do battle against not only their fiercest enemies, but the conflicting forces within themselves.

THE GAME

Relive the epic story from the film in the game of *Crouching Tiger, Hidden Dragon*. By stepping into the roles of each of the main characters, you can unleash a variety of fighting techniques, weapons, stunts, and moves against brutally gifted enemies. Characters improve in skill throughout the game, learn new moves, and earn bonuses and rewards as they master the art of Wudan-style fighting.

Tip: There are multiple endings; certain items and events will trigger them.



GAME MENUS

MAIN MENU

STORY MODE

This is the main gameplay mode.

- **New Game:** Starts a new game.
- **Load Game:** Loads a previously saved game.



SPECIAL MODE

Displays bonus features that you unlock when you complete the normal game.

Tip: Be sure to explore the levels; you never know what you'll find.

OPTIONS

Allows you to adjust various game settings.

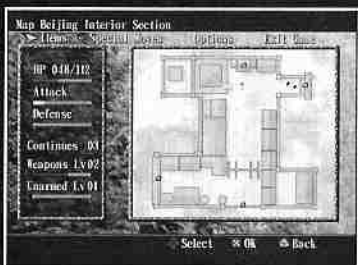


PAUSE MENU

To pause the game, press the **START** button.

To resume the game, press the **START** button again or the **△** button.

This screen displays a map of your current area and shows your character's skills and stats.



MAP

The map shows the current area. Your location appears in blue, enemies' in red, and friendly characters' in green. Exits are marked in orange.

HP

Displays the current and maximum health for your character.

ATTACK

This is your current attack rating, which indicates how much damage you will do when you strike an enemy. This stat will go up as your character increases in skill.

DEFENSE

This is your defense rating, which indicates your ability to block and defend against enemy attacks. This stat will also improve as your character increases in skill.

SKILLS

This rates your combat skills for both Weapon and Unarmed Attacks.

ITEMS

An inventory of the items you are carrying. Select an item to learn more about it.

SPECIAL MOVES

A list of all the Special Moves you've earned so far. The icon next to the move tells you what type it is.

OPTIONS

Allows you to adjust various game settings.

EXIT GAME

Allows you to end the current game and return to the Main Menu.

PLAYING THE GAME

Enemy Health Gauge
Player Health Gauge
Block Icon
Game Messages



PICKING UP ITEMS

Various items will be scattered around the world. To pick them up, simply walk up to them and press the L3 button. To use them, go to the Items section in the Pause menu.

EXPERIENCE BONUSES

If you successfully finish off an enemy using a Special Move, an Experience Point bonus will appear in the form of glowing, colored dots. The color indicates whether you performed a Hand-to-Hand or a Weapon Special Move. The bonus will disappear after a limited time, so hurry to pick it up.

LEVELING UP

Successfully attacking an enemy will directly increase your experience in that skill. For example, performing Unarmed Attacks directly increases your Unarmed skill. Once enough experience has been gained in a skill, you will level up in that skill. Your stats and health will also go up. Unarmed skill tends to boost your defense rating, and Weapon skill boosts your attack rating.

MOVING BETWEEN LEVELS

Once you've completed a level, look for the Blue Torches to show you the correct path to follow. When you arrive at the path, press the L3 button to move to the next level.

Tip: Green Torches show alternate paths that lead to extra items and challenges.

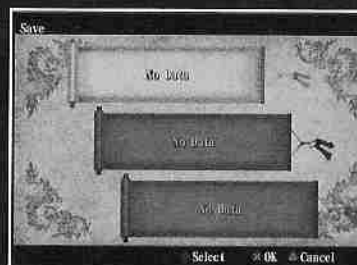
RESULTS SCREEN

Results are based on your performance during the scene. If your ranking is high enough, you can earn special bonuses.



SAVING AND LOADING

You can save up to three different games of Crouching Tiger, Hidden Dragon. To save a game, simply select a slot and follow the on-screen prompts.



CONTINUES

Each character starts with 3 continues. You can earn more continues throughout the game.

INSTANT MESSAGES

Helpful hints will appear as on-screen messages during the game.

CHARACTERS

Tip: Each character has a unique item hidden in the game.

JEN

Trapped in an aristocratic world of wealth and privilege, Jen found refuge training with the notorious martial artist Jade Fox. Along with her master, she's been using the secret book of the Wudan, which Jade Fox stole many years ago. Jen has great talent as a swordswoman, but no understanding of the warrior code – sacrifice, integrity, and above all – ethics. Now in Beijing, Jen is being forced into an arranged marriage with a man from the prominent Go family, even though her heart belongs to another.

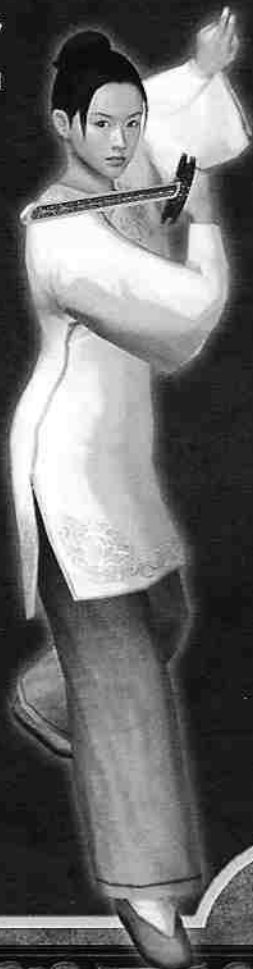
STARTING SPECIAL MOVES

Shou Ling Long

- △ button
- ⊗ button

Jian Wu Long

- button
- ⊙ button
- ⊗ button



YU SHU LIEN

The greatest swordswoman of her day, she works as a merchant, but trains in martial arts with her master, Mu Bai, the man she loves with a secret, forbidden passion. Jade Fox murdered Yu Shu Lien's fiancé, who was the best friend of Mu Bai. They feel it would dishonor his memory if they became lovers now. Yu Shu Lien has sworn revenge against the woman who killed her fiancé and stole her chance for happiness.

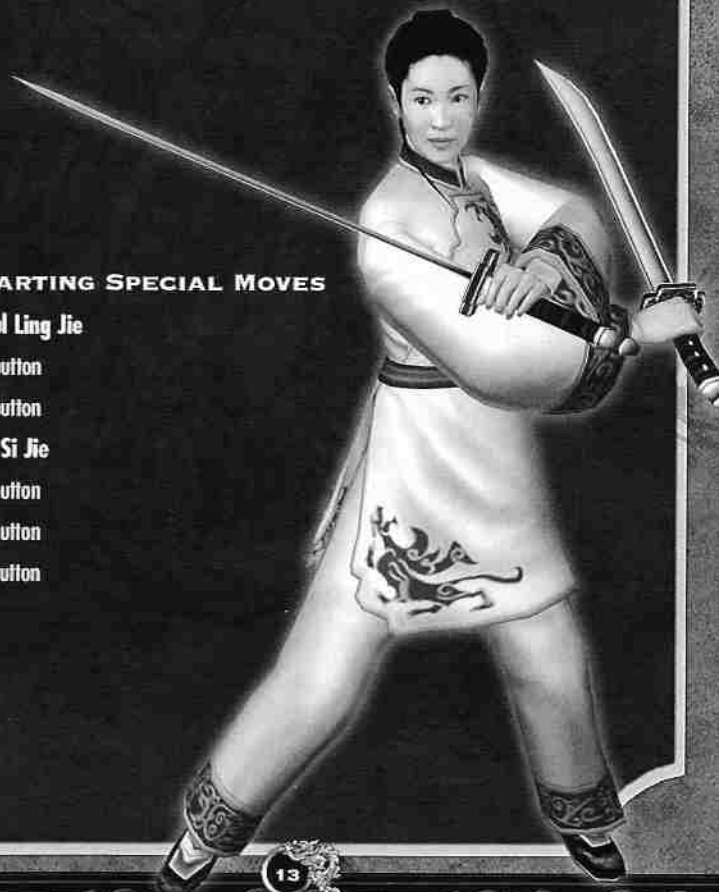
STARTING SPECIAL MOVES

Shou Ling Jie

- ⊙ button
- ⊗ button

Jian Si Jie

- △ button
- button
- ⊗ button



LI MU BAI

The legendary warrior and wielder of the great sword Green Destiny, Mu Bai has been attempting to kill Jade Fox for years and avenge the death of his master, Southern Crane. But now Mu Bai has grown weary of the fighting and death. He has given the Green Destiny to Yu Shu Lien to deliver to Mu Bai's patron. Mu Bai wants nothing more than to proclaim his love to Yu Shu Lien and find a pupil worthy of training in the secret powers of the Wudan.

STARTING SPECIAL MOVES

Shou Er Zhu

□ button

⊗ button

Jian Si Zhu

△ button












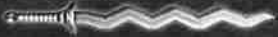


□ button

⊗ button



WEAPONS

Each weapon in the game has a class and is rated for damage and durability. The classes are Sword, Spear, and Axe. Here is an overview of the weapons you can find in the game:

axe	
cracked sword	
cudgel	
falchion	
firangi	
gladius	
glaive	
Green Destiny	
halberd	
mace	
sabre	
snake spear	
snake sword	
spear	
sword	

Tips:

- You can pick up any weapon you find or that an enemy drops.
- Enemies can also pick up weapons off the ground and use them.