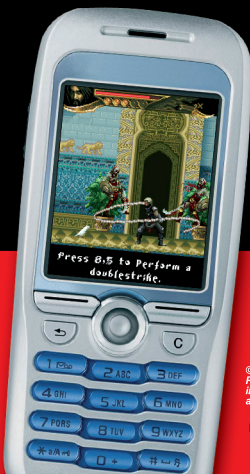


PLAY IT ON YOUR MOBILE

PRINCE of PERSIA

THE TWO THRONES™

gameloft
www.gameloft.com



**Available
on Vodafone live!**



© 2005 Gameloft. All Rights Reserved. Published by Gameloft under license from Ubisoft Entertainment. Based on Prince of Persia created by Jordan Mechner. Prince of Persia, Prince of Persia The Two Thrones are trademarks of Jordan Mechner in the US and/or other countries used under license. Gameloft and the Gameloft logo are trademarks of Gameloft in the U.S. and/or other countries. VODAFONE, the Vodafone logo and Vodafone live! are trademarks of the Vodafone Group.

ref: 814388

PRINCE of PERSIA

THE TWO THRONES™



UBISOFT

WARNING: READ BEFORE PLAYING

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 computer screen, or while playing video games, 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, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer 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.

NOTES

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

© 2005 Ubisoft Entertainment. All Rights Reserved. Based on Prince of Persia® created by Jordan Mechner. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia, Prince of Persia The Two Thrones are trademarks of Jordan Mechner in the US and/or other countries used under license by Ubisoft Entertainment.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Uses Bink Video © 1997-2005 by Rad Game Tools, Inc.

TABLE OF CONTENTS

Getting Started	4
Starting Up	5
The Story	6
The Characters	6
Playing the Game	6
In-Game Interface	9
The Time Powers	10
Moves	11
Weapons	12
Free-Form Fighting	14
Speed Kill System	17
Chariot Race	17
Special Items	18
Hints and Tips	18
Technical Support	20
Warranty	21

GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only)

Processor: 1 GHz Pentium® III or AMD Athlon™ processor (1.5 GHz Pentium 4 or Athlon recommended)

RAM: 256 MB (512 MB recommended)

Video Card: DirectX® 9.0c-compliant graphics card (see supported list*)

Sound Card: DirectX 9.0c compliant. PC audio solution containing Dolby® Digital Live required for Dolby Digital audio.

DirectX Version: DirectX 9.0c or higher (included on disc)

DVD-ROM DRIVE: 4x DVD-ROM

Hard Drive Space: 1.5 GB minimum

Peripherals Supported: Windows-compatible gamepad

**Supported Video Cards at Time of Release: NVIDIA® GeForce™ 3/4/5/FX/6/7 series (GeForce 4 MX not supported) - ATI® Radeon® 7500/8500/9000/X families*

Laptop models of these cards not supported. These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: <http://support.ubi.com>. PC audio solution containing Dolby® Digital Live required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

Installation

Installing Prince of Persia : The Two Thrones™

To install Prince of Persia: The Two Thrones, follow these simple steps:

1. Start your computer.
2. Insert the Prince of Persia: The Two Thrones installation CD into your CD-ROM drive. The autorun menu should appear.
3. Click on the Install button. The installation wizard will walk you through the setup and installation process for the game.
4. After installing the game, select Ubisoft/Prince of Persia: The Two Thrones/Play Prince of Persia: The Two Thrones from your computer's Start menu or double-click the Play Prince of Persia: The Two Thrones shortcut on your desktop. Doing either starts the game.

Note: The Prince of Persia: The Two Thrones Play CD must be in your CD-ROM drive to start the game.

Uninstalling Prince of Persia: The Two Thrones

To uninstall Prince of Persia: The Two Thrones, follow these steps:

1. Start your computer.
2. Insert the Prince of Persia: The Two Thrones Installation CD into your CD-ROM drive. The autorun menu should appear.
3. When the autorun menu appears, click on the Uninstall button. It will automatically uninstall all components of Prince of Persia: The Two Thrones.

STARTING UP

Game-play Controls

Left Mouse button:

Prince / Dark Prince Dagger Attack, Dagger plant

Prince Speed Kill finish
Chariot: attack enemies

Spacebar: Action (jump, roll, eject, climb up
when hanging)

E:

Prince / Dark Prince Trigger Speed Kill

Prince Secondary Weapon Attack / Grab

Dark Prince Daggertail Attack / Daggertail Swing /
Speed Kill finish

C:

Prince / Dark Prince Climb down

Dark Prince Spin Daggertail

Prince Pick up weapon; throw weapon

R: Rewind (hold); slow motion (tap)

Right Mouse button: Special action (run on wall, push/pull,
swing on bar, drink water Prince);
block (when enemies are close)

Q: Alternate view (landscape camera)

F: Look (first-person camera)

X: Reset camera

W: Move forward

A: Move left

D: Move right

S: Move backward

Mouse: Move camera

Esc: Pause/Menu

STORY

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

THE CHARACTERS

The Prince

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

The Dark Prince

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

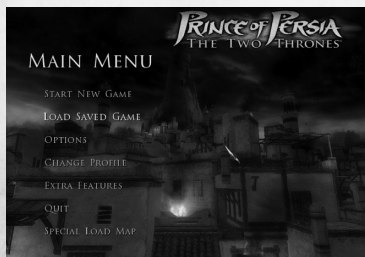
Kaileena

The enigmatic Empress of Time has been rescued from the Island of Time by the Prince. Together, the two of them left the Island and the past behind them, or so it seems until they arrive in Babylon...

PLAYING THE GAME

Create a new profile.

When the game is launched for the first time, you will be asked to create a new profile. Simply type your nickname and press Enter to proceed to the Main Menu.



Main Menu

Use the movement keys (W, A, S, D, by default) to highlight the following options; then press Enter to select. Press Esc to go back to the previous menu screen.

- **Start New Game:** Start a new game.
- **Load Saved Game:** Resume a previously saved game.

- **Options:** Access the Options menu to adjust various settings.
- **Change Profile:** Switch to another profile or create a new one.
- **Extra Features:** Access the bonuses and the credits.
- **Quit:** Exit the game.

Options Menu

• **Sound:**

- Volume: Adjust the balance of music, voices, and sound effects
- Audio Virtualization: Select Full, Light, or No audio virtualization
- 3D Audio Acceleration: Toggle the 3D audio acceleration on and off
- Creative EAX: Toggle EAX mode on or off (on supported hardware)

• **Game:**

- Slow Motion Camera: Select from the various slow-motion camera modes
- Tutorials: Toggle tutorial messages On or Off
- Blood: Turn this off to change blood to sand in the game
- Subtitles: Toggle subtitle text On or Off

• **Graphics - Basic:**

- Resolution: Switch between supported screen resolutions
- Gamma: Adjust the gamma level of your monitor
- Brightness: Adjust the brightness level of your monitor
- Contrast: Adjust the contrast level of your monitor

• **Graphics - Advanced:**

- Filtering: Switch between filtering/smoothing levels
- V-Sync: Enable or disable Vertical Sync for your monitor
- Shadow Effects: Choose the level of shadow effects to display
- Water Effects: Enable or disable water effects in the game
- Fog: Enable or disable fog effects in the game

• **Controls – Keyboard**

- Choose the desired keyboard mappings to control the game using mouse and keyboard

• **Controls – Gamepad**

- Choose the desired gamepad button mappings to play the game using your gamepad.

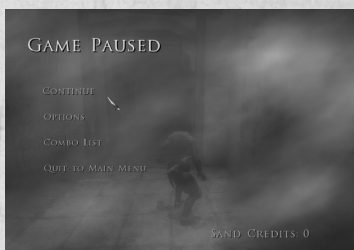
• **Credits :** Displays the game credits.

Change Profile Menu

The Choose Your Profile screen displays a list of your existing profiles. This screen allows you to manage these, as well as create new profiles:

- **New Profile:** Displays the Create A New Profile screen, allowing you to create a new profile.
- **Delete:** Deletes the highlighted profile.

- **Select:** Selects the highlighted profile and displays the Main Menu.



In-Game Menu

You can pause game-play at any time by pressing the Esc key. This will bring up the following menu:

- **Continue:** Resume game-play.
- **Options:** Access the Options menu to adjust various settings.
- **Combo List:** Access the combo lists. Different combos displayed when playing the Prince and when playing the Dark Prince.

- **Quit To Main Menu:** Quit your current game and return to the Main Menu.



Saving

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

Game Over

If the Prince or the Dark Prince dies in the course of game-play, 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.

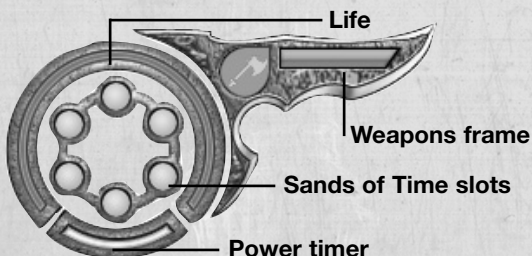
Loading

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

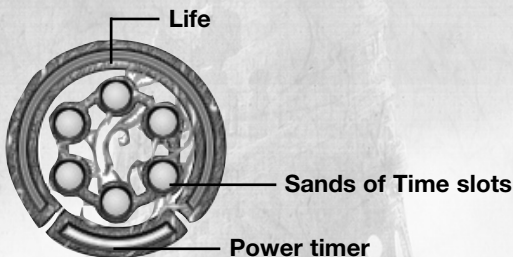


IN-GAME INTERFACE

Prince



Dark Prince



Life Bar

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

Dark Prince: Shows the Dark Prince's current state of health. The Dark Prince constantly and gradually loses health and must kill Sand-Creatures and absorb their Sands to replenish his health and his Sands.

Sands of Time Slots

Shows how much sand the Prince and the Dark Prince have collected. Each Time Power empties one or several Sand slots. They can refill Sand slots by passing close to Sand clouds (dead enemies, breakables etc). The player can also use some Sand Gates in order to collect Sand slots

Power Timer

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

Weapon Frame (Prince only)

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

THE TIME POWERS

Following his corruption by the Sands of Time, the Prince gains the ability to control time. As the Sands corruption grows in him, he will gain more Time Powers. The Dark Prince shares the same Time Powers as the Prince.

Recall

By using this power, the Prince can rewind time to cancel any mistake or to avoid any attack. Once he has rewound, he can redo the actions he missed.

Press and hold the R key to turn back time. When you reach safety, release the R key to resume play. Each rewind uses one Sand slot.

Eye of the Storm

The Prince is able to slow down time as he continues to move at the same speed. This allows him to defy speed-limited traps and to fight his enemies while they are slow and helpless. Tap the R key to use the Eye of the Storm attack during a fight. It will empty one Sand slot.

Winds of Sand

This power lets the Prince do a strong ground attack that simultaneously hurts all the enemies surrounding him. Press the R key while blocking with the Right Mouse button.

Each Sand Wind empties two Sand slots.

Sand Storm

This power lets the Prince do an even stronger ground attack that simultaneously kills all the enemies surrounding him. This power requires more lead time. Press and hold the R key for a few seconds while blocking with the Right Mouse button. Each Sand Storm empties four Sand slots.

MOVES

Basic Moves

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



Diagonal rebound sign

Environment

The Prince and the Dark Prince can interact with elements around them and perform attacks on these elements:



- **Ledges:** Climb, drop, lean, and rebound.
- **Ladders:** Climb and rebound
- **Columns:** Climb, rotate, and rebound.
- **Poles:** Lean, drop, swing, and rebound.
Climb on poles to jump up.
- **Beams:** Move, drop, and jump
- **Two close walls:** climb up and down between them.
- **Chain:** Slide down and climb up
- **Curtains:** Slide down and rebound
- **Plant dagger base:** Stab the dagger in these to rebound, jump up, wall run or drop.

Dark Prince only: The Dark Prince can interact with specific poles around him thanks to his Daggertail, this allows him to go to places the Prince could not reach:

- Swing on poles with his Daggertail
- Chain his Daggertail to poles and wall run from there



Mechanisms

The Prince and the Dark Prince can also interact with several mechanical elements around them:

- **Boxes:** Push and pull boxes to block enemy attacks.
- **Hanging levers:** Use the hanging levers to activate machines.
- **Pressure plates:** Step on pressure plates to activate certain mechanisms for a short amount of time.
- **Pressure levers:** These levers descend as the Prince or the Dark Prince hang on them and rise again after they drop.
- **Rotating levers:** Use these in different ways, depending on the direction in which they point.
- **Dagger switch:** Use to activate machines.



Dark Prince only: Thanks to his Daggertail, the Dark Prince can interact with specific rings on walls to pull out blocks.

WEAPONS

Prince

The Prince can use a vast array of deadly weapons, split into four main classes. Each class generates a different experience, as it forces the Prince to use a different fighting strategy. Each weapon can sustain a certain number of hits before it breaks, has a specific range of attack, and deals different amounts of damage. Additionally, each class has a unique special attack.

Here are the most common weapons the Prince will find during his journey:

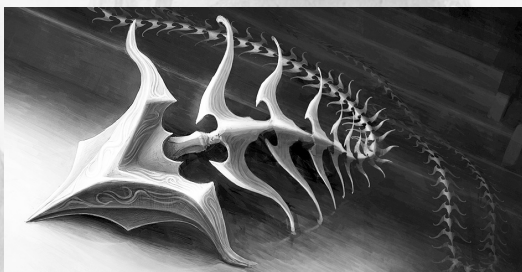
- **Primary weapons:** Dagger of Time – useful for sand Powers
- **Secondary weapons:** Swords – well balanced.
- **Secondary weapons:** Axes – heavier damage, low speed.
- **Secondary weapons:** Maces – grounding on strong attacks.
- **Secondary weapons:** Daggers – powerful for throwing.



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

Dark Prince

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



FREE-FORM FIGHTING

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

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

Prince and Dark Prince Common Moves

Prince and Dark Prince Dagger Attacks:

Single Slash	Left Mouse button
Double Slash	Left Mouse button (2X)
Triple Slash	Left Mouse button (3X)
Furious Slash	Left Mouse button (4X)
Asha's Fury (enemy on ground) ..	Left Mouse button
Dagger Charge Attack	Left Mouse button (hold)

Prince and Dark Prince movement techniques:

Rebound from Enemy	(toward enemy) Spacebar
Aerial Slash	(toward enemy) Spacebar + Left Mouse button
Landing Slice	(toward enemy) Spacebar + Left Mouse button (2X)
Aerial Kick Attack	(toward enemy) Spacebar + E
Landing Kick Sweep	(toward enemy) Spacebar + E + E
Jump Slash	Spacebar + Left Mouse button
Roll	(direction) Spacebar
Roll Dagger Attack	(direction) Spacebar + Left Mouse button
Escape Roll	(lying on the ground) Spacebar
Stand Up Attack	(lying on the ground) Left Mouse button
Wall Dive Attack	(run toward wall) Left Mouse button
Wall jump to Acrobatics	(run toward wall) X
Angel Drop	(vertical wall run) Left Mouse button
Angel Drop Finish	(vertical wall run) Left Mouse button (2X)
Column Shredder	(toward column) Left Mouse button
Block	Right Mouse button (hold)
Counter Attack	Right Mouse button (hold) + Left Mouse button

Prince Only

Prince Movement Techniques:

Jump Kick	Spacebar + E
Aerial Backslash	(toward enemy) Spacebar + C
Landing Steal Weapon	(toward enemy) Spacebar + C + C
Stand Up Spinwheel	(lying on the ground) E
Wall Spinkick	(run toward wall) E
Bladewhirl Attack	(vertical wall run) E
Column Spinkick	(toward column) E
Counter Double Slice	Right Mouse button (hold) + E

Prince Left hand (without weapon)

Grab	E
Grab to Manning	E + Spacebar
Grab Slice	E + Left Mouse button
Grab Throw	E + E
Steal Weapon Kill	E + C (weak enemy)
Steal Weapon Dagger Kill	E (hold) + Left Mouse button (weak enemy)

Prince double weapon technique

Rage of Darius	Left Mouse button (2X) + E + E + E?
Azad's Furious Retaliation	Left Mouse button (2X) + E + E + Left Mouse button (2X)
Mithra's Vengeance	Left Mouse button (3X) + E + E
Misery Gale	E + E + E
Furious Oblivion Twister	E + Left Mouse button (3X)
Harassing Cyclone	E + Left Mouse button (2X) + E + E
Furious Tempest of Agony	E + E + Left Mouse button (3X)
Tormenting Typhoon	E + E + Left Mouse button (2X) + E + E
Left Weapon Charge Attack	E (hold)
Aerial Weapon Throw	(in air) C
Weapon Throw	C
Charge Weapon Throw	C (hold)

Dark Prince Only

Dark Prince Movement Techniques:

Daggertail Counter Attack	Right Mouse button (hold) + E
---------------------------------	-------------------------------

Daggertail Counter Double Slash . Right Mouse button (hold) + E + E
 Hurricane Counter Right Mouse button (hold) + C
 Daggertail Jump Slash Spacebar + E
 Daggertail Roll Slash Spacebar + E (direction)
 Wall Whiplash (toward wall) E
 Wall run Slash (wall run) E
 Tailspin Angel Drop (vertical wall run) E
 Tailspin Angel Kill (vertical wall run) E + E
 Column Daggertail Spin (toward column) E hold
 Stand up Burl Sweep (Dark Prince on floor) E
 Stand up Hurricane Sweep (Dark Prince on floor) C

Dark Prince Daggertail Attacks

Grab and Pull E (hold)
 Grab and Pull Slash (hold) E + press Left Mouse button
 Chain Grab and Pull Throw (hold) E + press E
 Hurricane (repeatedly) tap C (slow)
 Hurricane of Agony (repeatedly) tap C (fast)
 Hurricane of Torment (repeatedly) tap C + E
 Hurricane of Anger (repeatedly) tap C + Left Mouse button
 Asha's Torment (enemy on floor) E
 Aerial Whiplash E (in air)
 Aerial Finish E + E (in air)
 Aerial Hurricane Sweep (in air) continually tap C

Dark Prince Daggertail Combos

Breeze of Anguish E + E + E
 Winds of Torment E + Left Mouse button (2X)
 Blast of Sorrow Left Mouse button + E + E + E
 Whirlwind of Pain Left Mouse button + E + E + Left Mouse
 button (2X)
 Storm of Anger Left Mouse button (2X) + E + E + E
 Storm of Remorse E + E + Left Mouse button (3X)
 Twister of Penitence Left Mouse button (2X) + E + E + Left
 Mouse button (2X)
 Plague Tornado E + E + E + Left Mouse button (2X)
 Oblivion Tornado E + E + Left Mouse button (2X) + E + E
 Typhoon of torment E + Left Mouse button + E + Left Mouse
 button + E + Left Mouse button

SPEED KILL SYSTEM

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

Detection system: Enemies can detect the Prince or the Dark Prince by seeing or hearing them when they are in their detection range. If enemies detect you, the opportunity for a Speed Kill will be lost.

Sand Gate Detection System

If the Prince or the Dark Prince is detected by the Sand Gate guard, this guard will activate the Sand Gate which will bring in new reinforcements. When all enemies around the Sand Gate are killed, you can collect Sands of Time rewards by pressing Left Mouse button while standing on the sand gate. You will collect Sands or one Sand Slot or one new Sand Power depending on the Sand Gate.

How to trigger Speed kill: When the Speed Kill is possible, you will see the corners of the screen become slightly red and blurry and the sounds will be slightly muted. You will have to press E key when this happens in order to start the Speed kill.

Prince: When the Speed Kill is activated, you must press Left Mouse button at the right moment indicated by visual (black & white screen filter, shining dagger) and audio cues to hit your enemy.

Depending on your enemies, the sequence of actions will be different.

Dark Prince: When the Speed Kill is activated, you must press E key repeatedly. Depending on your enemies, the rhythm of actions will be different. If the action is done right, the Prince or the Dark Prince kills the enemy. Otherwise, the Speed kill fails and you will engage in Free Form Fighting combat.

CHARIOT RACE

The Prince will be driving a chariot to chase his enemies or reach far away places in a couple of occasions during the game.

Use A and D keys to move the Prince's chariot left and right. Use your chariot to push aside other chariots aside and crash them.

Press Left Mouse button to get rid of enemies who jump on your chariot.

SPECIAL ITEMS

Sand Clouds

Sand clouds allow the Prince and the Dark Prince to collect Sands which will be used to launch Sand Powers. You can find the sand clouds on dead enemies and in some in breakable objects.

Sands of Time will also restore the Dark Prince's life.

Water Is Life

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

Sand Collected

They allow you to buy special artworks and videos from the Extra features Menu. You can see how many sands you've collected by pressing Esc at any time during the game

Breakable Objects

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

- **Sand clouds**
- **Weapon racks:** The Prince can find new weapons.

HINTS AND TIPS

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



Take Prince of Persia The Two Thrones™ to the next level!

**Join the growing Prince of Persia® community
and get access to:**

- Exclusive content and information
- Great competitions and prizes
- Privileged offers: collectors, limited edition...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help you need!

Join us now at www.princeofpersiagame.com!

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 – 482 – 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102 (calls are charged at \$1.98 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 – 646 – 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Customer Support, Ubisoft, Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 3DU

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

NOTES