

Well Played

Interpreting Prince of Persia: The Sands of Time

Drew Davidson

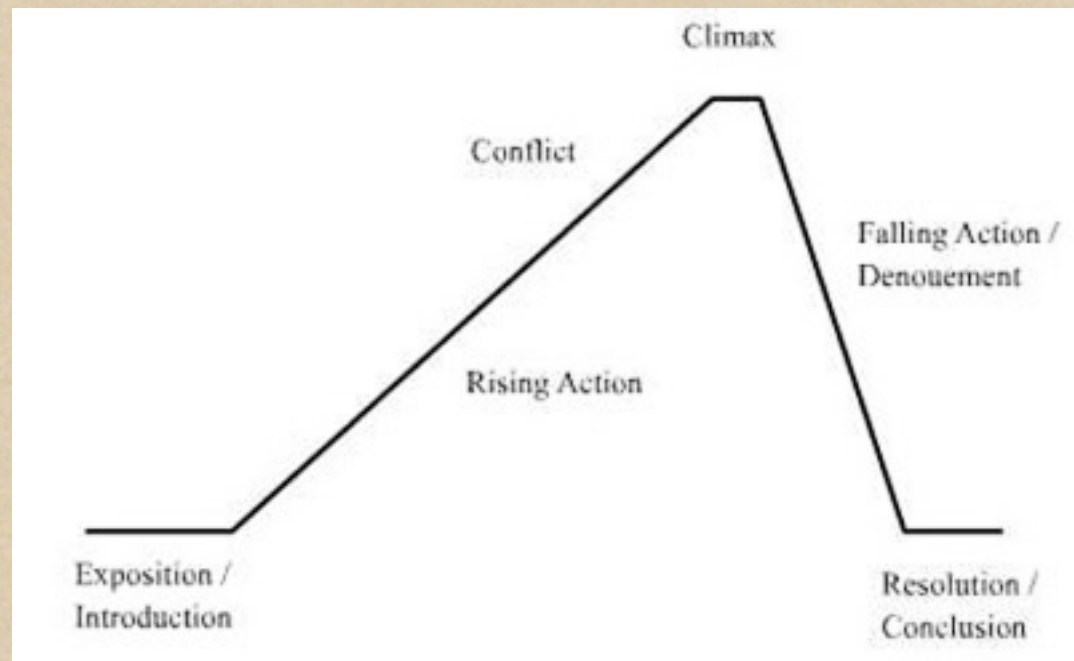
Analysis

- ◆ Narrative
- ◆ Gameplay
- ◆ Units Operations (?)

Full Disclosure

- ◆ Played game 4 times
- ◆ Gamecube and PS2
- ◆ Some GameFAQs
- ◆ Spoiler Alert!

Narrative



On Your Mark...



Meeting Farah



Lost my Sleeves



Hiss!



My Dad's a Sand Zombie!



Got a Better Sword



Lost my Shirt



Heading on Up...



No!



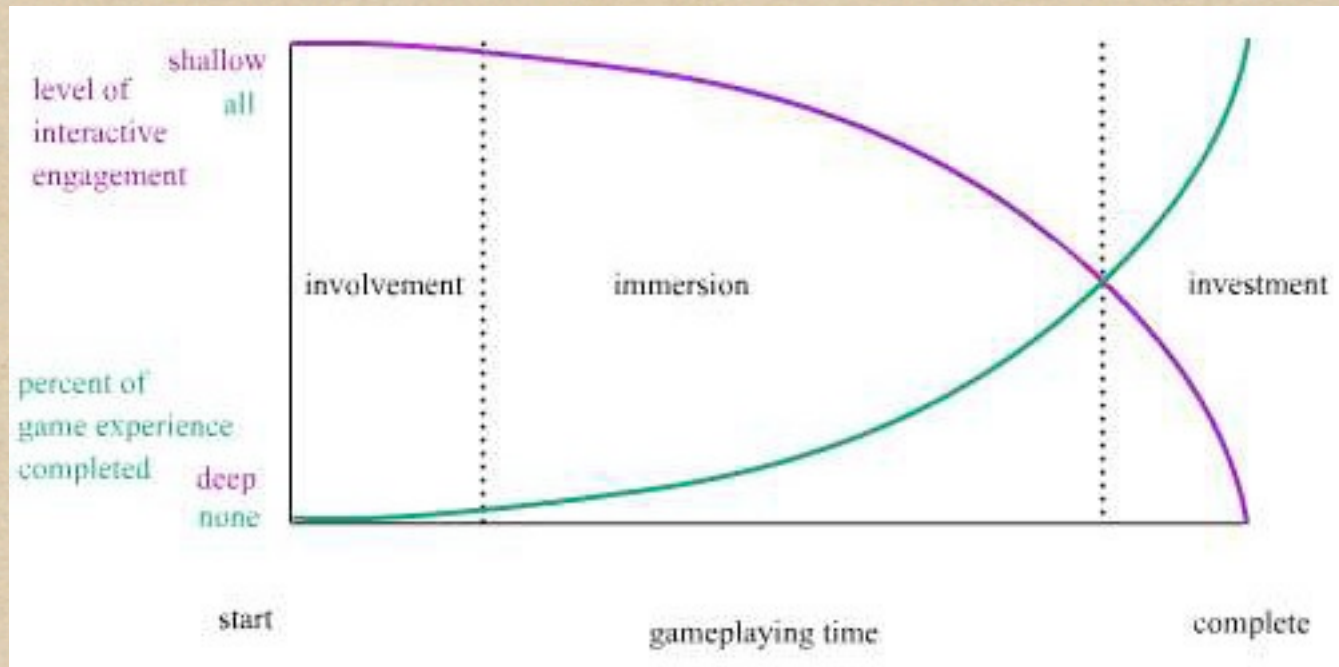
Up, Up...



The Hourglass...



Gameplay



Platforming



Parkour



Puzzling



More Puzzling



Fight Club



Fighting with Farah



Odd Angles



Saving Progress



The Fountain of Health



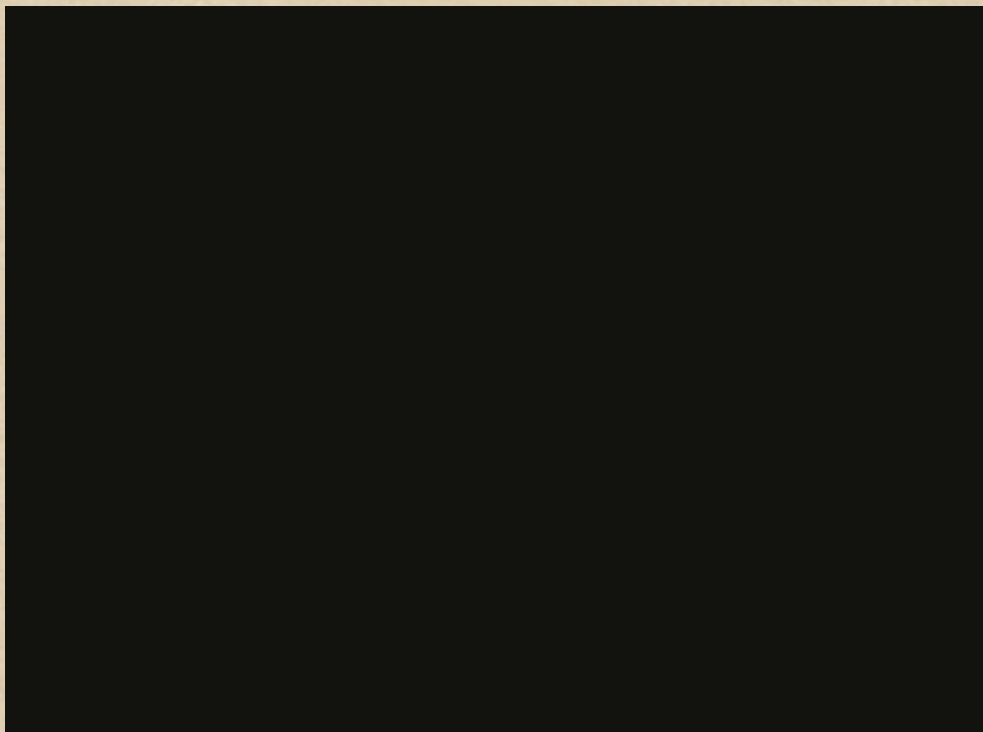
Overall Experience

- ◆ Throughline (Subtext)
- ◆ Balance / Imbalance
- ◆ Cinematics
- ◆ Ludic Narrans

Throughline (Subtext)

- ◆ Honor and (Fantastic) Redemption
 - ◆ (Rewind time) Put things right

Trailer



The Game

- ◆ Close Reading
- ◆ Save Files

Balance/Imbalance

- ◆ Narrative
- ◆ Gameplay
- ◆ Units

Cinematics

- ◆ In-Game
- ◆ Rendered
- ◆ Showing Story and Game
- ◆ Heroics (Hollywood)

Start

- ◆ Game Intro

2%

- ◆ The Maharajah's Treasure Vaults
 - ◆ Balance
 - ◆ Exposition
 - ◆ Start of Involvement

7%

- ◆ “Had I Really Seen Her?”
 - ◆ Cinematics
 - ◆ Rising Action
 - ◆ More Involved
 - ◆ Goal

10%

- ◆ A Secret Passage
 - ◆ Cinematics
 - ◆ More Rising Action
 - ◆ Start of Immersion
 - ◆ Regret

14%

- ◆ A Booby-Trapped Courtyard
 - ◆ Imbalance
 - ◆ Clear Conflict
 - ◆ Immersed
 - ◆ Almost Lost It Though

21%

- ◆ Climbing the Tower
 - ◆ Balance
 - ◆ More Action
 - ◆ More Immersed

69%

- ◆ The Hall of Learning
 - ◆ Balance
 - ◆ Toward the Goal
 - ◆ Hints of Love Story
 - ◆ Very Immersed
 - ◆ Rhythm

81%

- ◆ At Last We're Here!
 - ◆ Imbalance
 - ◆ Heading toward Climax
 - ◆ Fighting
 - ◆ Getting Invested
 - ◆ Almost lost it here

83%

- ◆ The Hourglass

- ◆ Cinematics

- ◆ So Close

- ◆ Invested

- ◆ Honor and Glory

90%

- ◆ “Farah, Come Back!”
 - ◆ Cinematics
 - ◆ Climax
 - ◆ Platforming/Puzzling
 - ◆ Immersed

The End?



98%

◆ Honor and Glory

◆ Imbalance

◆ Denouement, Conclusion

◆ Finishing

◆ Redemption

Ludic Narrans

- ◆ Let's Revisit the Start of the Game

And so...

- ◆ Interpret / Analyze
 - ◆ Narrative, Gameplay, Units
- ◆ Meaning of a Game
- ◆ Well Played