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Features the full version of the game. The prince of Persia returns in the ultimate gameplay adventure. He's been imprisoned in the casket of an ancient evil. And now it's up to you to find out why he was imprisoned and bring him to justice. (This is a UNLOCKED GAME.) Game Features: Storyline Based on the Graphic Novel Designed for PC, Mac and PS3. (Save your Xbox 360!) Selectable Game Play Modes including "The Ultimate Game Mode". You can also play the game in "Easy" mode. The prince of Persia returns in the ultimate gameplay adventure. This is a UNLOCKED GAME. He's been imprisoned in the casket of an ancient evil. And now it's up to you to find out why he was imprisoned and bring him to justice. Come join the legendary Prince of Persia in a very special UNLOCKED GAME. Storyline Based on the Graphic Novel Designed for PC, Mac and PS3. Xbox 360 Save to the The Prince of Persia: The Sands of Time, is a video game based on the Prince of Persia: The Sands of Time, a 2011 video game, released for Microsoft Windows, PlayStation 3 and Xbox 360 by Ubisoft. It was released in the US on May 30, 2011, in the UK on June 15, 2011 and in Australia on June 19, 2011. It is the first game in the Prince of Persia series to be developed specifically for Microsoft Windows, the PlayStation 3 and the Xbox 360, rather than Mac OS X and the Nintendo Wii. The Sands of Time was developed by Ubisoft's internal team of designers from Paris, France, with help from Ubisoft's Montreal, Quebec-based subsidiary studio. The game features new, smarter game-play mechanics, an improved level design and a new protagonist, who is more agile than ever before. The game features a new "Sands of Time" mechanic, where the game's protagonist will fall into the time cycle if he fails to react to a specific situation in time. The Sands of Time was announced on July 21, 2008, and released in early May 2011 to positive critical reception. The game features an increased level of detail in the environments and characters, with new physics, new character animations, new combat system, as well as new puzzles. The Prince of Persia: The Sands of Time is the first game in the Prince of Persia series to feature a widescreen format, and is the first game in the series to feature a 3D engine (used for the Game

