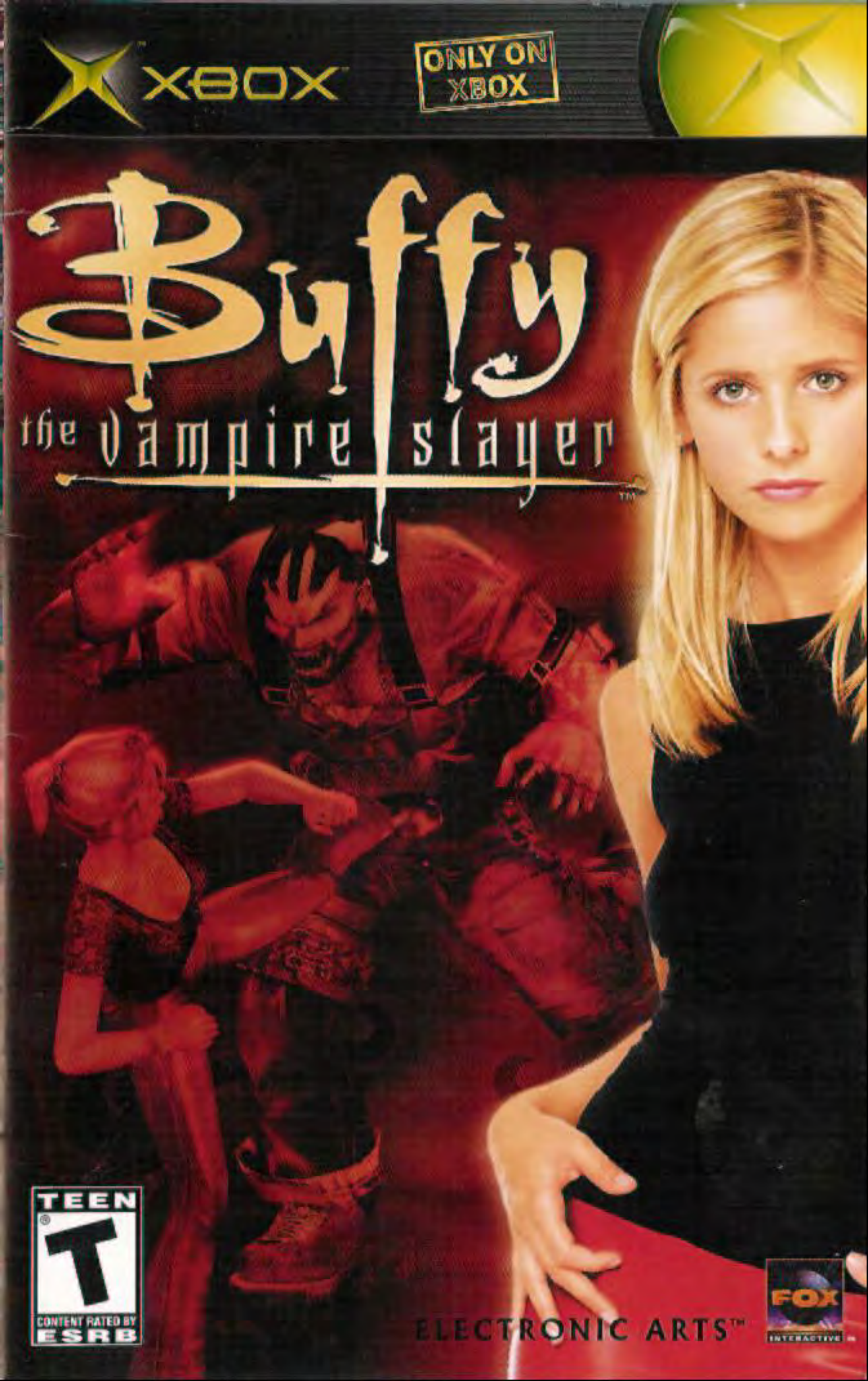
XBOX

ONLY ON XBOX

Buffy the Vampire Slayer™



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CONTENT RATED BY ESRB

ELECTRONIC ARTS™

FOX INTERACTIVE

Buffy the Vampire Slayer

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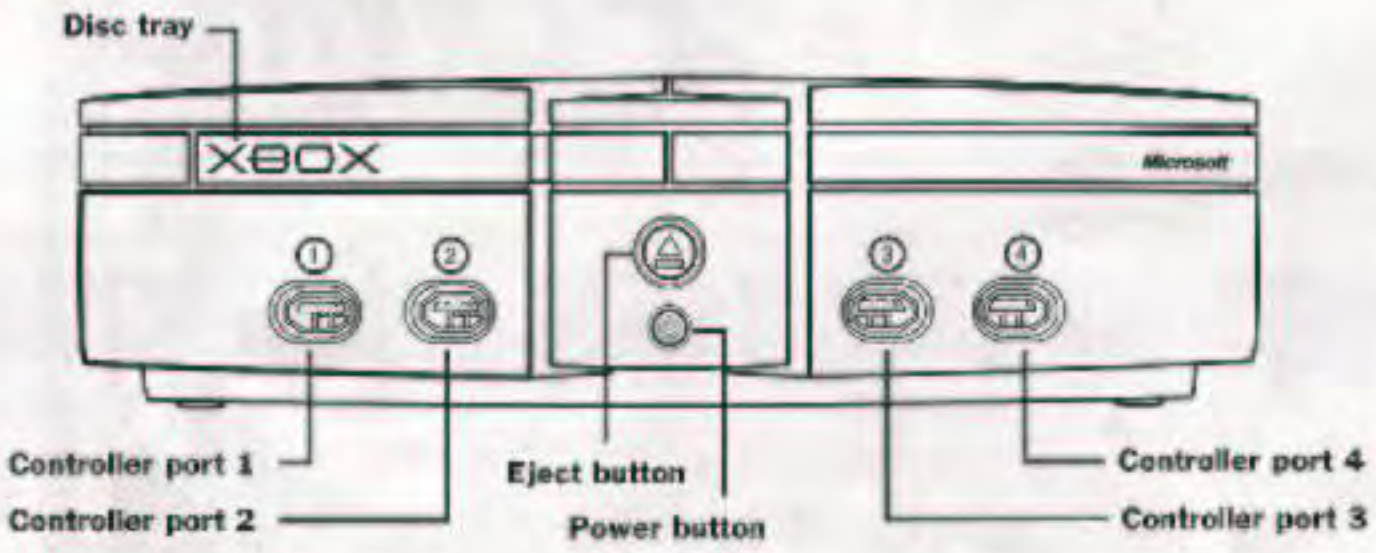
USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Buffy the Vampire Slayer*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Buffy the Vampire Slayer*.

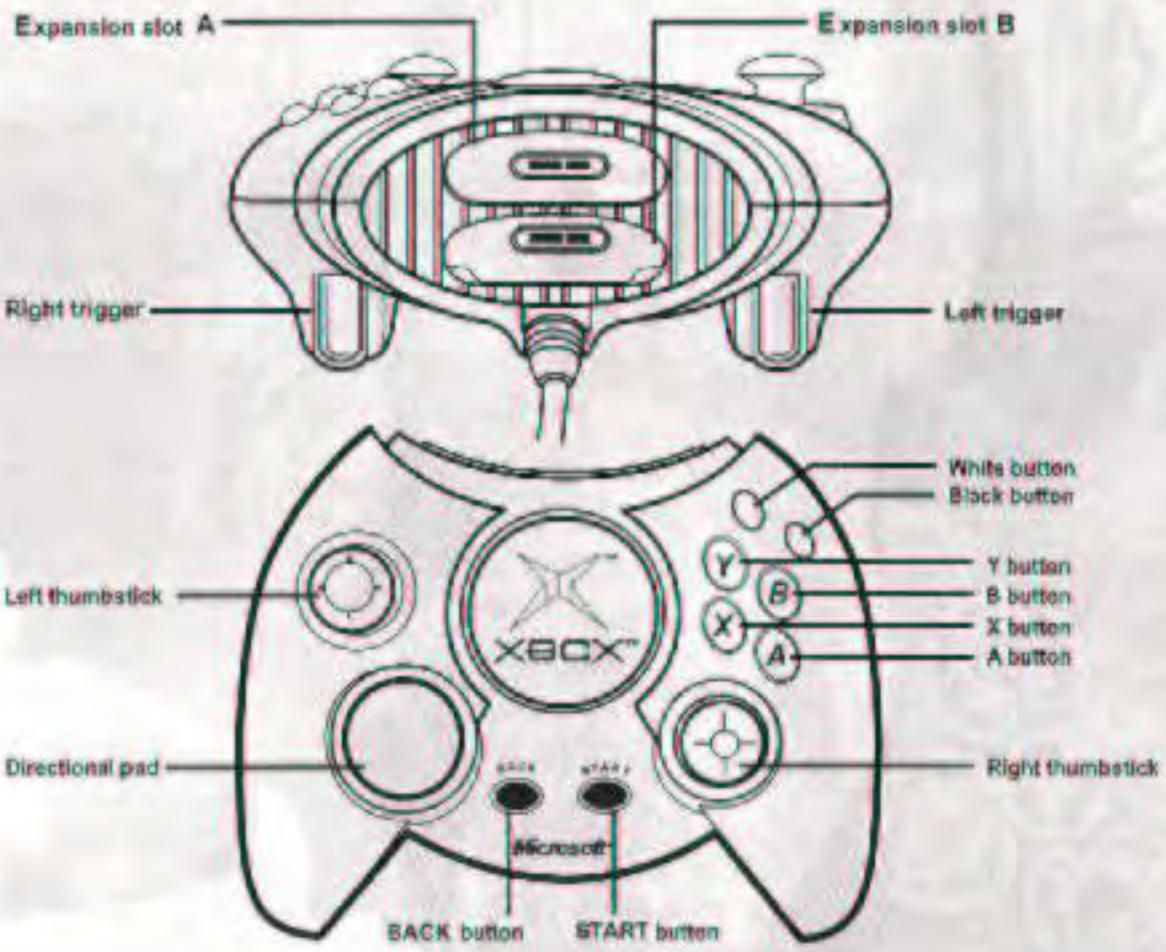
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

* Insert only Xbox-compatible discs into the disc drive.
* Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
* Do not leave a disc in the Xbox console for extended periods when not in use.
* Do not move the Xbox console while the power is on and a disc is inserted.
* Do not apply labels, stickers, or other foreign objects to discs.

Into every generat

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Buffy the Vampire Slayer*.

tion a Slayer is born.

GAME CONTROLS

Can't wait to start slaying? Here's a primer on the basic kicks, punches, and staking moves available to take on the undead.

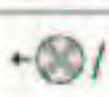
GAMEPLAY CONTROLS

Here are the default moves you need for combat.

Move	
Camera	
Look	L
Target Enemy	R
Punch	X
Kick	A
Jump	B
Use Item/Weapon	Y
Quick Weapon Select	
Inventory	
Ammo Select	

➥ If this control configuration doesn't suit your fighting style, try one of the other configurations (➤ p. 5).

MENU CONTROLS

Highlight Menu Items	or
Cycle Choices/Move Sliders	 or
Select/Confirm	A
Exit/Cancel	B
Return to Previous Screen	BACK

CONTROLLER CONFIGURATIONS

Choose the control configuration that best fits your fighting style. Configuration 1 (➤ previous page) is the default configuration.

➥ To switch to Configuration 2 or Configuration 3 you must first access the Options menu (➤ p. 8).

CONFIGURATION 2

Move	
Camera	
Look	L
Target Enemy	R
Punch	X
Kick	A
Jump	Y
Use Weapon/Item	B
Quick Weapon Select	
Inventory Screen	
Ammo Select	

CONFIGURATION 3

Move	
Camera	
Look	R
Target Enemy	L
Punch	X
Kick	A
Jump	B
Use Weapon/Item	Y
Quick Weapon Select	
Inventory Screen	
Ammo Select	

INTRODUCTION

Step into the shoes of Buffy Summers, the world's hottest teenage vampire slayer, and prepare to vanquish the undead.

As the Chosen One, your mission is clear, though by no means simple. It's up to you to defeat evil in the guise of the fiercest vampires, deamons, and zombies ever to plague the otherwise ordinary realm of Sunnydale, California.

With a devastating array of fighting techniques and the awesome might of your slayer power – and thanks to help from friends such as Giles, Xander, and Willow – you've got what it takes to bring the undead to their knees!

FOR MORE INFO about this and other Electronic Arts™ titles, check out http://www.ea.com.

GETTING STARTED

Learn to navigate the menu screens before taking on the undead.

➥ To access the Main menu, press START.

MAIN MENU

Start a new game, load a previously saved game, change options, or peruse extras from the Main menu.

START GAME: Begin a new adventure

OPTIONS: Adjust audio, controller, camera, audio, and display settings

LOAD GAME: Load a previously saved game

EXTRAS: Learn Buffy's history or browse the game credits

STARTING A NEW GAME

NOTE: Default options are listed in **bold** in this software manual.

To begin a new game:

1. From the Main menu, select START GAME. The Start Game menu appears.
2. A prompt appears asking if you wish to launch a new game titled "Buffy 1." Press Ⓐ to play a new game. The Difficulty menu appears.

* If a saved game called "Buffy 1" already exists, subsequent games will be titled "Buffy 2," "Buffy 3," etc.

3. Choose the difficulty at which you wish to play *Buffy the Vampire Slayer*. Select between EASY, **NORMAL**, and HARD and press Ⓐ. Welcome to Sunnydale.

NOTE: Automatic game saves occur at predetermined checkpoints throughout the game.

OPTIONS

Customize your controller, camera, audio, and display settings for optimal slaying ability.

CONTROLLER

CONFIGURATION	Select between **Configuration 1**, Configuration 2, or Configuration 3 (➤ p. 5).
VIBRATION	Turn ON or **OFF** the vibration function on your controller.

CAMERA

NOTE: Use these camera angle adjustments to best suit your fighting style.

1st Person View

INVERT VERTICAL	Invert the Y-axis of your controller during first-person gameplay by turning this function ON or **OFF**.

3rd Person View

INVERT VERTICAL	Invert the Y-axis of your controller during third-person gameplay by turning this function ON or **OFF**.
INVERT HORIZONTAL	Invert the X-axis of your controller during third-person gameplay by turning this function ON or **OFF**.

AUDIO

MUSIC VOLUME	Adjust the volume of the background music.
SFX VOLUME	Adjust the volume of the sound effects.
VOICE VOLUME	Adjust the volume of the characters' speech.

DISPLAY

BRIGHTNESS	Adjust the brightness of the screen.
SUBTITLES	Enable or disable in-game subtitles by selecting ON or **OFF**.
TIPS	Enable gameplay hint text by selecting **ON** or OFF.

PLAYING AS BUFFY

From here on out, keep your stake handy!

GAME SCREEN

Keep informed on your level of health, slayer power, weapon selection, and interaction with others.

HEALTH METER — When the bar is full, you possess 100% health. When the meter completely depletes, Buffy can be defeated by an enemy attack or other hazards.

SLAYER POWER — Your quantity of slayer power determines your ability to unleash special fighting moves and combos (➤ *Fighting as Buffy* on p. 12).

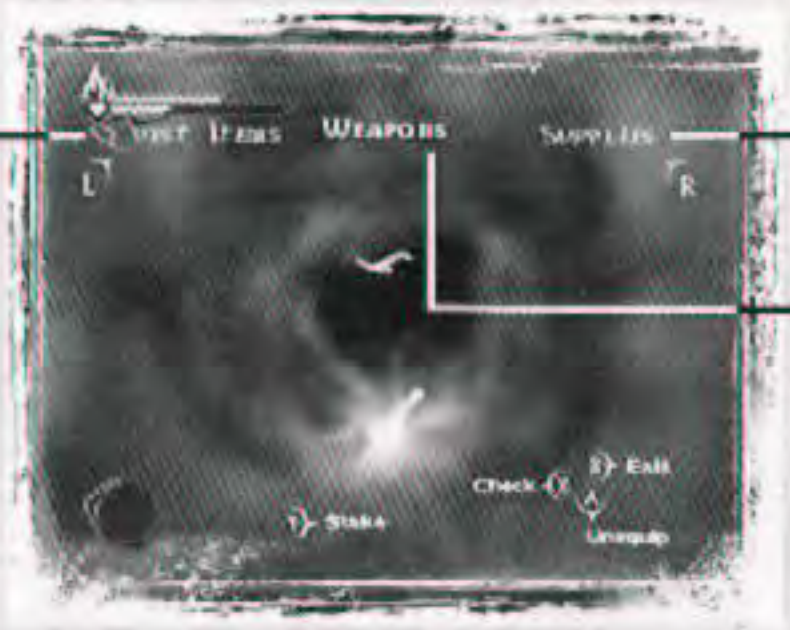
WEAPON — The current weapon in use is displayed. If no weapon is in use, this space is blank.

WEAPON STRENGTH — Indicates how much strength or ammo the selected weapon has.

ENEMY HEALTH METER — When fighting an enemy the enemy health meter appears, indicating how much health your enemy possesses. When the health meter is depleted, the enemy can be killed by a stake or other weapon.

INVENTORY SCREEN

Learn how to access your slayer inventory at a moment's notice.



- Press ⓘ to access the Inventory menu.
- Cycle through Quest Items, Weapons, and Supplies by pulling L and R.
- To access a description of a weapon or item, press X.
- To equip or unequip yourself with an item, drink a potion, or read an item's contents, press A.

NOTE: There are four types of potions available: hellfire, holy water, elixirs, and holy elixirs.

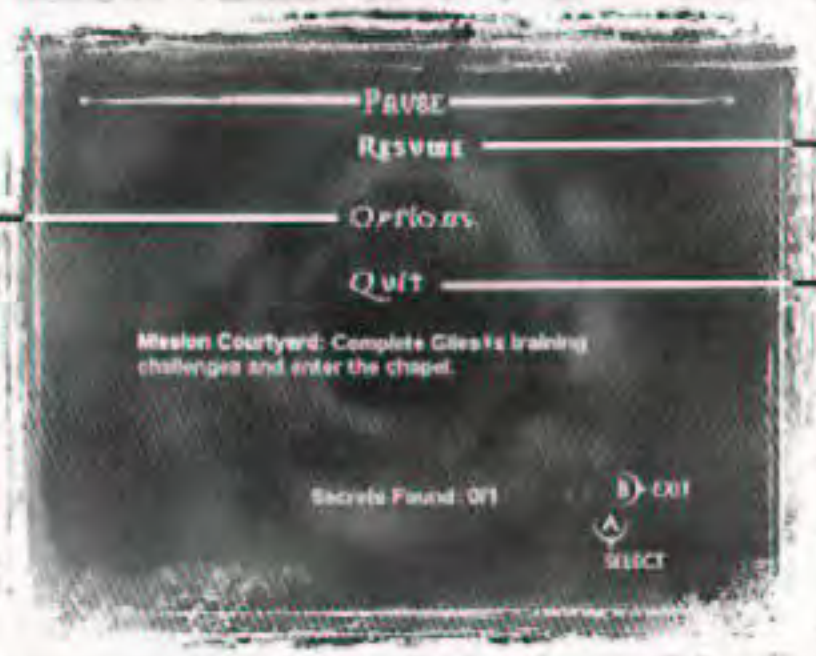
- To combine one item with another (when it is possible to do so), press Y. Choose the items you wish to combine and press A.

NOTE: Items you can combine include: holy water and elixir, hellfire and steel bolts, and holy water and steel bolts.

- To return to gameplay, press B.

PAUSE MENU

It's not easy fighting the undead. When you need a breather, go to the Pause menu.



OPTIONS: Adjust display, camera, audio, controller, and difficulty settings

RESUME: Continue your game

QUIT: Exit gameplay

- To access the Pause menu, press START during gameplay.
- To cycle through choices, move the L/R or press the D-pad, then press A to confirm selection.

FIGHTING AS BUFFY

Defeating vampires, demons, and the undead is the primary goal of the Chosen One. To do this, use a combination of punches and kicks to incapacitate the enemy. Once you've punched and kicked the enemy into submission, quickly use a slayer weapon (such as a stake) to finish the job.

* Every enemy has a critical weakness that you need to identify and exploit (for an example, a stake in the heart for vampires or decapitation for zombies).

NOTE: The button commands in this section apply to the default configuration only. Experiment with the controls in Configuration 2 or 3 to discover the same moves.

BASIC MOVES

- To **run**, move the L fully in the desired direction.
- To perform a **running jump**, press B while moving the L in the desired direction.

- To **pick up an object**, press Y. If you are already carrying an item it is placed into your inventory when a new item is picked up (not all objects can be placed into your inventory and will be dropped).
- To **open doors, push buttons, or pull levers** when you are standing close to them, press Y (Not all doors can be opened).
- To **stalk an enemy**, pull and hold R while moving the L in the direction of the enemy.
- To **discontinue stalking an enemy**, release R.
- To **block an enemy attack**, pull R while standing still.
- To **block an enemy attack while stalking backwards**, pull and hold R while moving the L away from the enemy.
- To **dodge an enemy attack while stalking** move the L in the desired direction and press B.
- To **throw an enemy**, press X + A simultaneously to grab the enemy then move the L in the direction you wish to throw the enemy.
- To execute a **reverse stake maneuver**, move the L towards the enemy and press Y simultaneously when you are equipped with a stake.

TIP: Throwing an enemy into a sharp object is a good way to permanently stop them when a stake isn't handy.

ATTACKS

Master these simple kick and punch moves for optimal slay-ability.

Basic Punches

- To throw a **left jab**, press X.
- To perform a **snapping backhand punch**, move the L towards the enemy and press X simultaneously.

Basic Kicks

- To throw a **left snap kick**, press A.
- To launch a **shin breaker kick**, move the L towards the enemy and press A simultaneously.

Clearing Kicks and Punches

- To perform the **spinning backhand punch**, move the ◉ away from the enemy and press ⓧ simultaneously.
- To perform a **reverse right roundhouse kick**, move the ◉ away from the enemy and press Ⓐ simultaneously.

Rear Kicks and Punches

- To throw a **rear snap punch** when there are enemies in front and behind you, press ⓧ and move the ◉ away from the enemy.
- To launch a **rear thrust kick** when there are enemies in front and behind you, press Ⓐ and move the ◉ away from the enemy.

Jumping Punches

- To launch a **jumping snap fist**, press Ⓑ to jump, then press ⓧ.
- To perform a **flying over-smash punch**, move the ◉ in the direction you wish to run, press Ⓑ to jump, then press ⓧ.

Jumping Kicks

- To throw a **jumping snap kick**, press Ⓑ to jump, then press Ⓐ.
- To launch a **flying thrust kick**, move the ◉ in the direction you wish to run, press Ⓑ to jump, then press Ⓐ.

COMBOS

- To throw a **jab cross combo**, press ⓧ, ⓧ, ⓧ.
- To launch a **low/high kick combo**, press Ⓐ, Ⓐ, Ⓐ.
- To execute a **rushing right cross combo**, move the ◉ in the direction you wish to run, then press ⓧ, ⓧ, ⓧ.
- To perform a **rushing spin kick** combo, move the ◉ in the direction you wish to run, then press Ⓐ, Ⓐ, Ⓐ.
- To throw a **snapfist combo**, move the ◉ towards the enemy and press ⓧ simultaneously, then rapidly press ⓧ, ⓧ.
- To launch a **shin breaker combo**, move the ◉ towards the enemy and press Ⓐ simultaneously, then rapidly press Ⓐ, Ⓐ.

* There are many possible fight combinations right at your fingertips. Try new and different button combinations and you may discover new ones each time you fight.

Into every genera

SLAYER MOVES

Some attacks may be boosted with a mysterious force known as slayer power (➤ pg. 10). Slayer moves use your slayer power to increase the effectiveness of your attack. Slayer moves deplete your slayer power, so use them wisely.

- To add slayer power to a move, press and hold the desired attack button. A glow surrounds you and indicates the fight move causes greater damage.

Here are some examples of typical slayer moves:

- To perform a **slayer jab cross combo**, press ✕, ✕ then press and hold ✕.
- To execute a **slayer jumping back fist**, move the ◉ away from the enemy and press and hold ✕ simultaneously.

* You can execute many more slayer moves than these. Experiment during fights to discover them all.

SUPER SLAYER MOVES

Super slayer moves require substantial slayer power (➤ pg. 10) to unleash your most devastating fight moves. As the game progresses, Giles reveals these to you by adding pages in your slayer journal. Practicing your techniques and possessing enough slayer power to get the job done are the keys to using these moves effectively.

COLLECTING SLAYER POWER

* To replenish Buffy's slayer power, collect the blue orbs that emerge from the remains of an enemy. Buffy also gains slayer power by executing successful hits and combination moves against enemies.

NOTE: The red orbs that emerge from the remains of an enemy replenish Buffy's health.

LEVELS

Here are the haunts you encounter in your quest to save Sunnydale.

NOTE: The following section may contain spoilers. If you do not wish to have certain details about the game's plot revealed, do not read this section.

SPANISH MISSION

Slayer training with Giles in an abandoned Spanish mission provides a chance to perfect daring leaps and jumps, learn to navigate obstacles, and engage in combat training – even confront an old enemy.

SUNNYDALE HIGH SCHOOL

Restore power to the high school and save your friends when a vampire plot interrupts cheerleading practice.

THE BRONZE

An ambush at the Bronze nightclub by undead intruders results in the abduction of Willow and other high school pals. Fight your way out of the nightclub and pursue the kidnapper. A surprise awaits you outside of the Bronze club.

CEMETERY

After tracking the undead abductor to the Cemetery, battle zombies and hellhounds on your way to the mausoleum. Rescue Willow from the clutches of the leather-clad vampire, if you can.

MAUSOLEUM

Search for a hidden passageway into the mausoleum, then navigate through a series of catacombs in order to reach the sunken church.

SUNKEN CHURCH

Enter the sunken church to battle a powerful necromancer to save the victims from the Bronze from a bizarre plot to reanimate a powerful creature.

ANGEL'S MANSION

Fight through a mansion to rescue Angel.

SUNNYDALE DOCKS

Reach the docked cargo ship to fight its monstrous contents.

RETURN TO SUNNYDALE HIGH SCHOOL

Return to the High School to prevent the Order from destroying the school. Then ensure the safety of the students and defeat the mastermind of this evil scheme.

THE FOUNDRY

You'll need to be sneaky to infiltrate the foundry in pursuit of a powerful item and an unlikely hostage.

RETURN TO THE SUNKEN CHURCH

Find a way inside the sunken church, then navigate a treacherous path through the church's ruined interior to stop the sinister plans of an old enemy.

DREAMERS' REALM

Escape the maze-like environment of this evil realm by using a gift from a friend. Things are not always what they seem in this realm of the imagination.

THE APSE

Escape the crumbling altar of the sunken church and locate a secret area where you come face to face once and for all with the most powerful enemy of all.

CHARACTERS

Your foes are truly cunning, skillful, and deceptive. Thankfully, you have some good friends to help you along the way.

THE HEROES

BUFFY

Singled out as the Chosen One, you play as Buffy Summers. Hopefully you're able to juggle your dual role as destroyer of the undead and average high school student. Throughout the game you gain new skills and abilities which must be used to overcome your foes in this adventure.

GILES

As Buffy's watcher and Sunnydale High School's librarian, Giles provides training and guidance to the Chosen One.

XANDER

Companion and loyal friend, Xander sticks by Buffy no matter what. Xander has equipment that may come in handy so make sure to talk to him frequently throughout the game.

WILLOW

As resident computer whiz and dabbler in witchcraft, Willow provides a great deal of help to Buffy.

CORDELIA

Buffy's popular, fashion-conscious friend is part-slayerette, part-head cheerleader.

ANGEL

Both a consummate gentleman and a vampire with a shadowy past, Angel is a complicated love interest for Buffy.

THE ENEMIES

SPIKE

Spike's reputation for being a heartless, cruel vampire is challenged only by his century-long devotion to the love of his life, Drusilla.

SCYLLA

A vampire who can transform into a demon-animal, Scylla's cobra-like moves are quick and precise.

MATEREAMI

This ruler of the undead harnesses the power of black magic gathered by an amulet he wears on his chest.

MALIK

This lieutenant of the Order of Aurelies is an ancient Vampire Master originating from Tibet. He has been called forth to lead this latest plot against mankind. He is both cunning and shrewd. At first he may look like a coward, but looks can be deceiving!

DREAMER DEMON: URD

This strange creature, brother to the other two Dreamer Demons, specializes in using his mind as a weapon against enemies

DREAMER DEMON: SKULD

Brother to Urs and Verdandi, Skuld can warp reality and conjure undead through his portal of time and space.

DREAMER DEMON: VERDANDI

The eldest brother of the triumvirate, Verdandi is the most powerful of the Dreamers and uses all of it to destroy what ever stands in its way.

THE MASTER

This supremely powerful vampire had a long-term plan to bring Hell to Earth, but was destroyed by Buffy two years ago. Now it seems he may be granted his final wish: a grudge-match against Buffy in which the winner takes all.

SAVING AND LOADING

Save or load files from your Xbox hard disk.

NOTE: *Buffy the Vampire Slayer* autosaves at the start of every level and checkpoint.

LOAD GAME

To load a game from the hard disk:

1. From the Main menu, select LOAD GAME.
2. Move the L to highlight the desired game save and press A.
3. Select the desired checkpoint and press A. Gameplay resumes.