

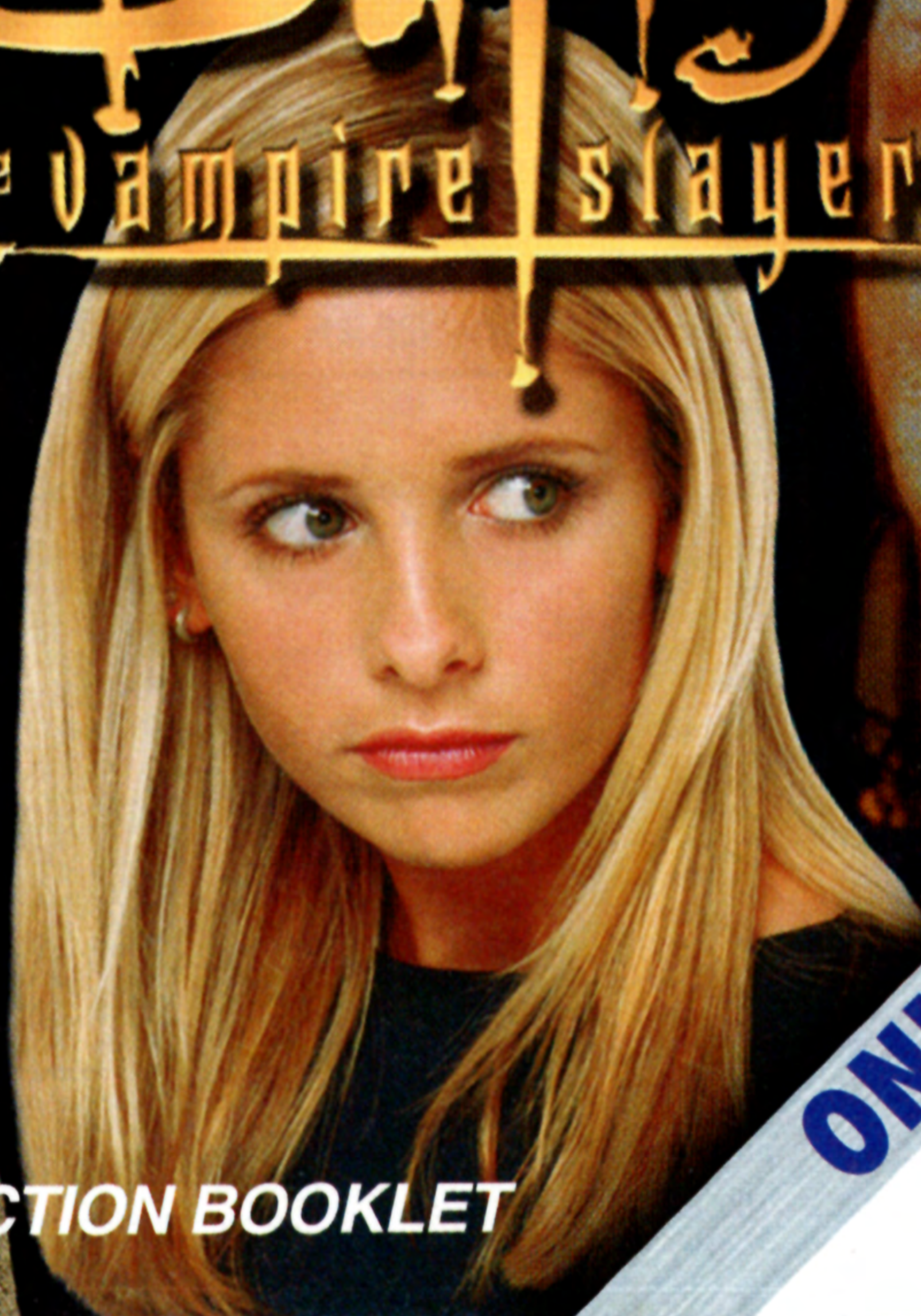
Nintendo

GAME BOY COLOR

CGB-BVSE-USA

Buffy

the vampire slayer™



ONLY FOR
GAME BOY
COLOR

INSTRUCTION BOOKLET

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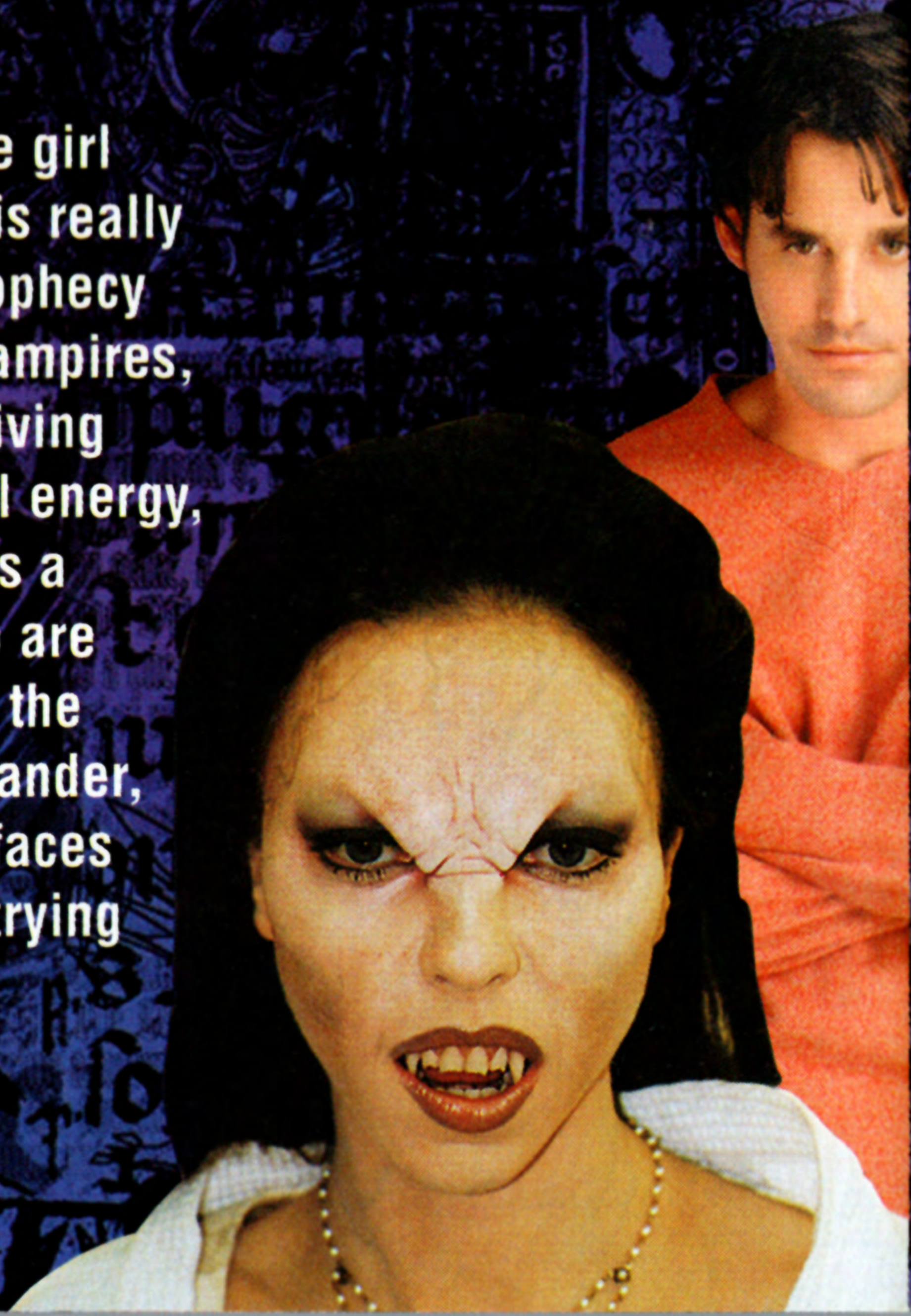
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

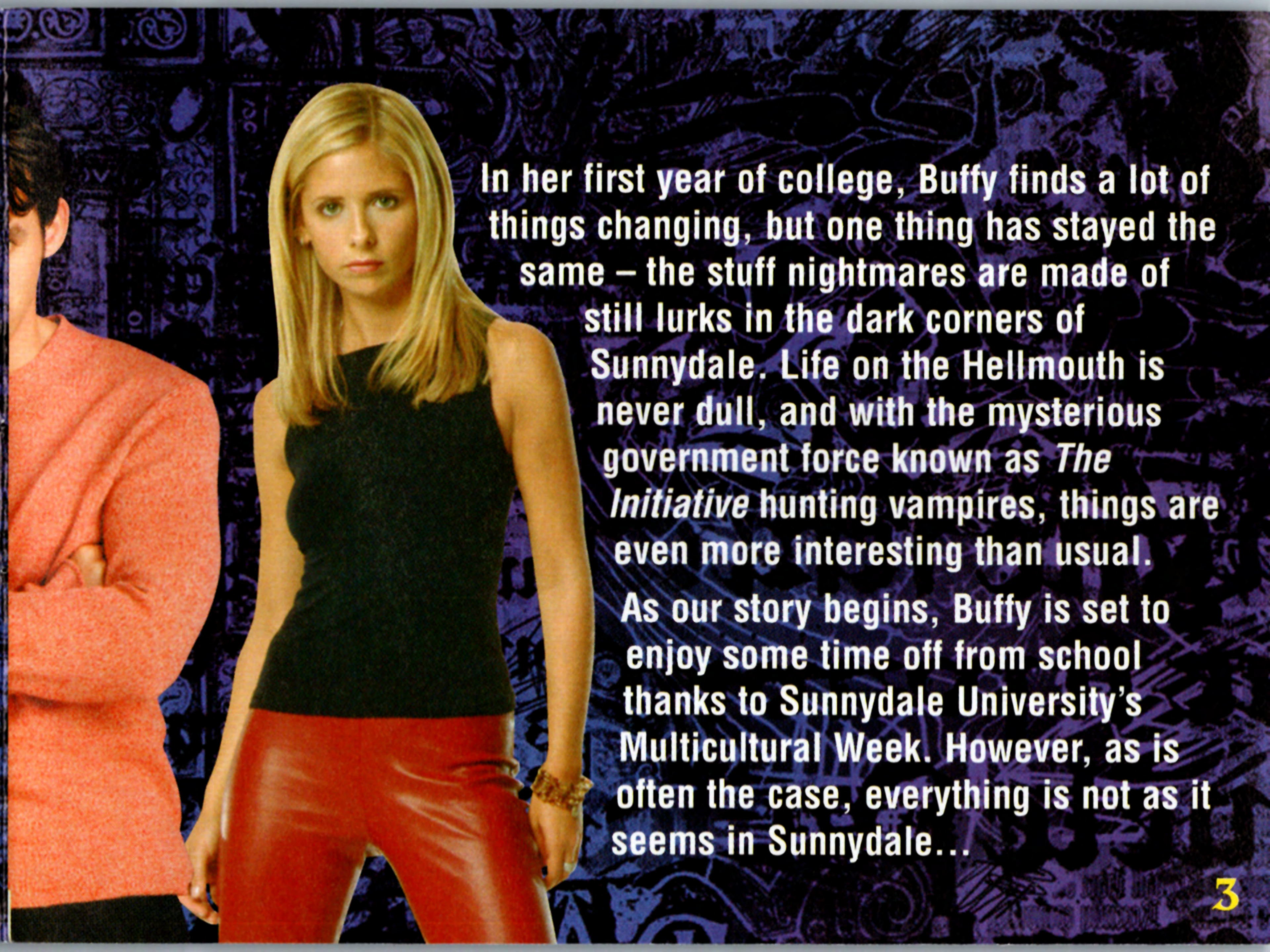
CONTENTS

BUFFY'S FATE	2
SET UP.....	4
CONTROLLING BUFFY	6
TITLE SCREEN	10
MAIN MENU	11
PAUSING A GAME	12
PASSWORDS.....	13
PLAYING A GAME	14
GAME SCREEN	16
ITEMS IN THE ENVIRONMENT	19
BUFFY'S MISSION	20
BUFFY'S ENEMIES.....	23
HINTS.....	26
LIMITED WARRANTY.....	29

BUFFY'S FATE

Buffy Summers, seemingly an average girl living in quiet Sunnydale, California, is really the Slayer, the agent of an ancient prophecy who fights to protect humanity from vampires, demons and the forces of darkness. Living near a portal of immense supernatural energy, called the Hellmouth, Buffy encounters a variety of strange and evil beings who are drawn to the Hellmouth's power. With the help of her friends – Angel, Willow, Xander, Anya, and her Watcher, Giles – Buffy faces the forces of darkness by night while trying to have a normal life by day.





In her first year of college, Buffy finds a lot of things changing, but one thing has stayed the same – the stuff nightmares are made of still lurks in the dark corners of Sunnydale. Life on the Hellmouth is never dull, and with the mysterious government force known as *The Initiative* hunting vampires, things are even more interesting than usual.

As our story begins, Buffy is set to enjoy some time off from school thanks to Sunnydale University's Multicultural Week. However, as is often the case, everything is not as it seems in Sunnydale...

SET UP

1. Turn the Power switch OFF on your Nintendo® Game Boy. Never insert or remove a Game Pak when the power is on.
2. Insert the **BUFFY THE VAMPIRE SLAYER™** Game Pak into the slot on the Game Boy. Press firmly to lock the Game Pak in place.
3. Turn the Power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
4. When the Title screen appears, press **START** to proceed to the Main Menu.

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods of time.

CONTROLLING BUFFY



SCREEN CONTROLS

Control Pad ↑/↓

A Button

START

B Button

Select option

Confirm selection/Scroll story screens

Confirm selection/Skip story screens

Cancel selection/Previous story screen

BASIC ACTIONS

Control Pad →

Walk to the right/Block when facing left

Control Pad ←

Walk to the left/Block when facing right

Control Pad ↑

Jump

Control Pad ↓

Crouch

A Button

Punch/Throw item

↓ + A Button

Stake vampire (while on ground)/Pick up item

B Button

Kick

↓ + B Button

Low kick

START

Pause game

ADVANCED ACTIONS

Roll

Press the Control Pad ↓ + ← or → to roll away from enemies.

Jump Kick

Press the Control Pad ↑ + the B Button for a high jump kick.

Throw Enemy

To throw an enemy away from you, inflicting damage, press the A Button + the B Button at the same time.

Super Kick/Punch

When Buffy picks up a can of her favorite carbonated beverage, drinking it gives her an extra energy boost that allows her to perform an especially powerful punch or kick.

Pick up a Soda Can power-up by crouching next to it and pressing the A Button. You'll see it appear below the Vampire Stamina Bar in the bottom right-hand corner of the screen. You can perform one Super Punch or Kick – your choice – per Soda Can you pick up. To perform a Super Punch or Kick, double-tap towards a vampire when you are in normal kick or punch range, and press the A or B Button. Depending on the button you choose, Buffy's Super Punch or Kick will knock the vampire down and deplete half of its Stamina Bar.

Super Leap

Hold the Control Pad ↓ for one second, and then press ↑. Watch how high Buffy jumps!

Backwards Leap (only when blocking from right)

Press the Control Pad ←, ← to perform a backwards leap when blocking enemies.

TITLE SCREEN

From the Title screen, press START to go to the Main Menu.



Main Menu

Press the Control Pad ↑ or ↓ to move the stake to the option you want, then press START or the A Button.

- NEW GAME - Begin a new game of **BUFFY THE VAMPIRE SLAYER™**.
- LOAD GAME – Enter a password to continue a game from where you left off.
- CREDITS – See the cool people who made this game.



PAUSING A GAME

Press START while playing to pause the game. While paused, you can access the following options:

- **SOUND** – Press the A Button to turn the sound ON or OFF.
- **MUSIC** – Press the B Button to turn the music ON or OFF.
- **START** – Unpause **BUFFY THE VAMPIRE SLAYER™** and return to the game.



PASSWORDS

To enter your password from the Load Game Menu, use the Control Pad to highlight the first password blank. Scroll **↑** or **↓** to find the character (letter or number) you wish to enter. Once you've selected that character, scroll **→** to the next blank and continue entering the password characters. If you make a mistake, you can scroll **←** and change any character that you need to. When your password is complete, press **START**.



PLAYING A GAME

EPISODE SEQUENCES

Before each level of gameplay, you will receive important information on the unfolding story in this "episode" of Buffy the Vampire Slayer. These story sequences involve Buffy and her friends – Willow, Xander, Anya and Giles.



During these sequences, press the A Button to display the conversations between Buffy and whomever she's talking to. If you missed some dialog by mistake, you can press the B Button to back up and see each text bubble again. You can skip the entire story sequence by pressing START, but remember that you may miss out on understanding the episode.



GAME SCREEN



Vampire

Buffy

*Buffy's
Stamina Bar*

*Vampire's
Stamina Bar*

Power-Up Icons

Buffy's Life Bar

BUFFY

This is the character you control, the vampire-slaying Buffy Summers.

VAMPIRE

When you are patrolling, you will encounter numerous vampires who will try and attack you.

BUFFY'S STAMINA BAR

This displays the amount of stamina Buffy has. Buffy loses stamina when she's hit by a vampire. Once all of Buffy's stamina has been depleted, she will be knocked to the ground and stunned briefly, at which point the vampire can feed on her. Buffy's stamina will regenerate at superhuman speed, but until it has regenerated fully, she won't be able to get up. Pressing the A and B Buttons rapidly will help you regenerate stamina even faster than normal.

BUFFY'S LIFE BAR

This displays how much health Buffy has remaining. Buffy loses health when she is knocked down and fed upon by a vampire. Once Buffy's Lifebar is fully depleted, the game is over.

VAMPIRE'S STAMINA BAR

This displays how many hits a vampire can take from Buffy before it is knocked down and stunned briefly (a vampire cannot be killed by punches or kicks). Once the vampire is on the ground, this bar begins to increase again until it is full, at which point the vampire has recovered and will attack Buffy again.

Buffy can only stake a vampire and kill it while it is on the ground.

ITEMS IN THE ENVIRONMENT

OBJECTS

Sometimes there will be handy objects lying around that Buffy can pick up and throw at vampires to knock them down. Use the A Button while crouching next to an object to pick it up, then press the A Button again to throw the object.



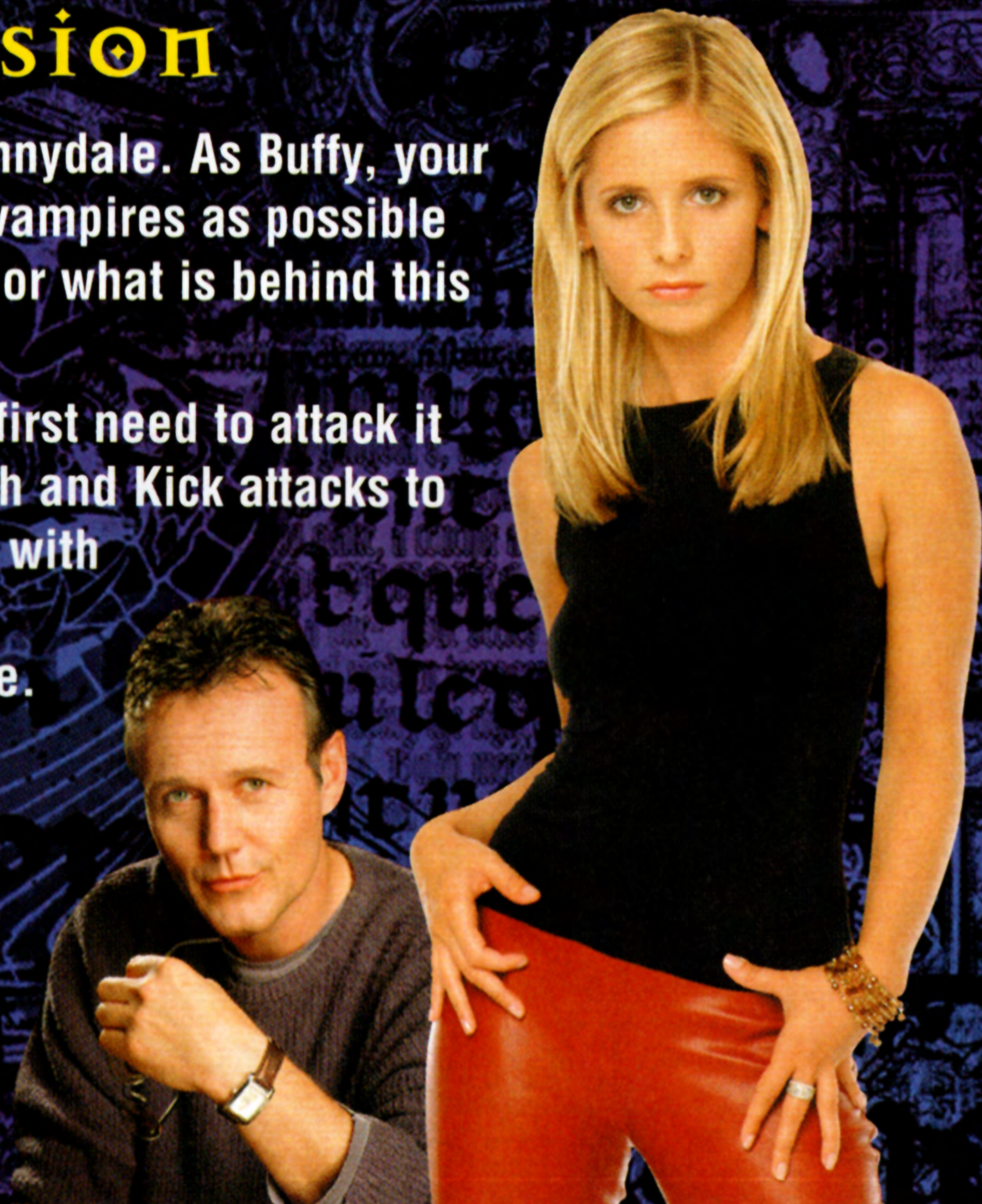
POWER UP ITEMS

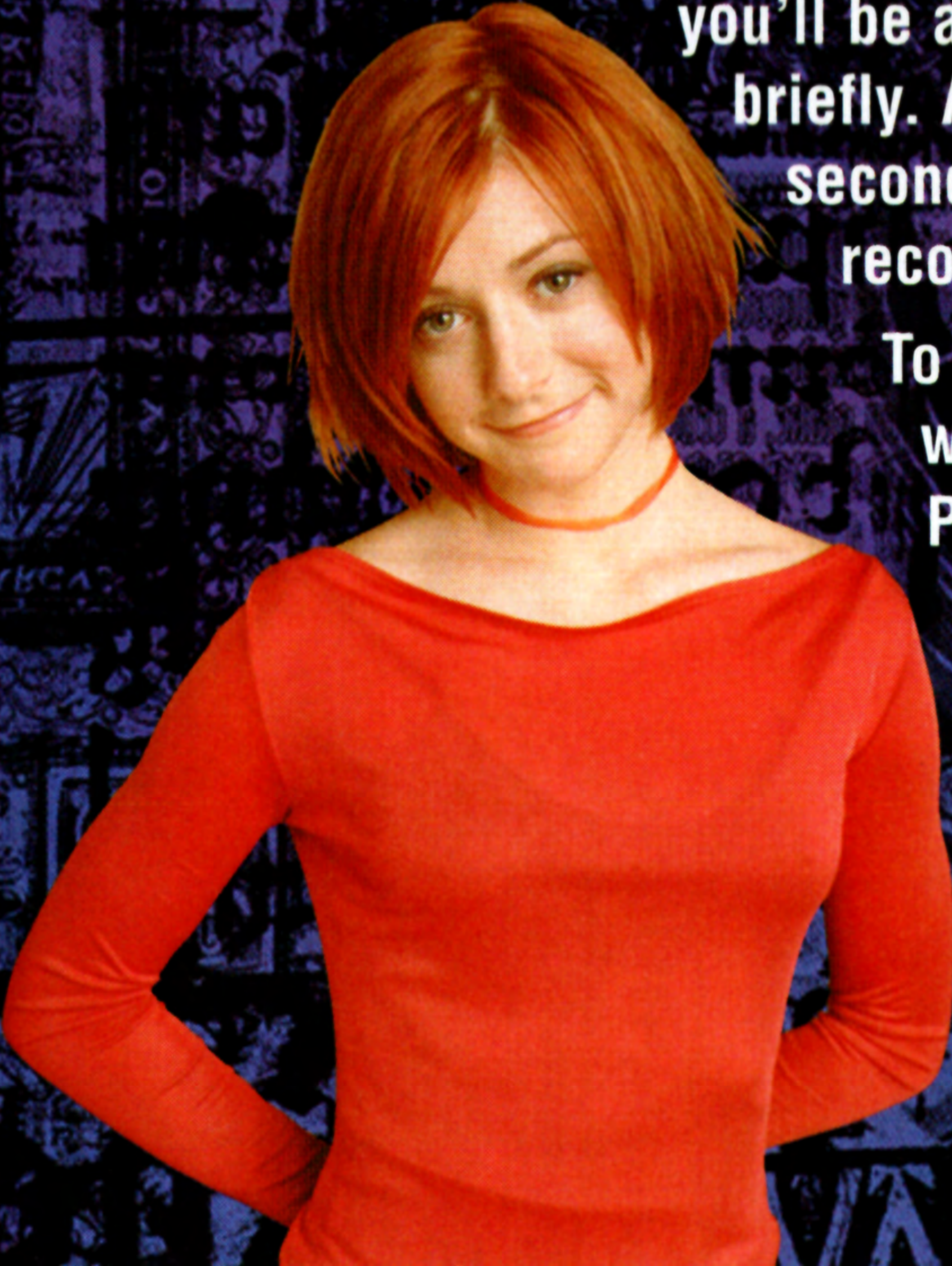
Look for handy pickups that refill Buffy's health or give a temporary power boost to her attacks.

BUFFY'S MISSION

A new evil has arisen in Sunnydale. As Buffy, your mission is to slay as many vampires as possible while trying to find out who or what is behind this new force.

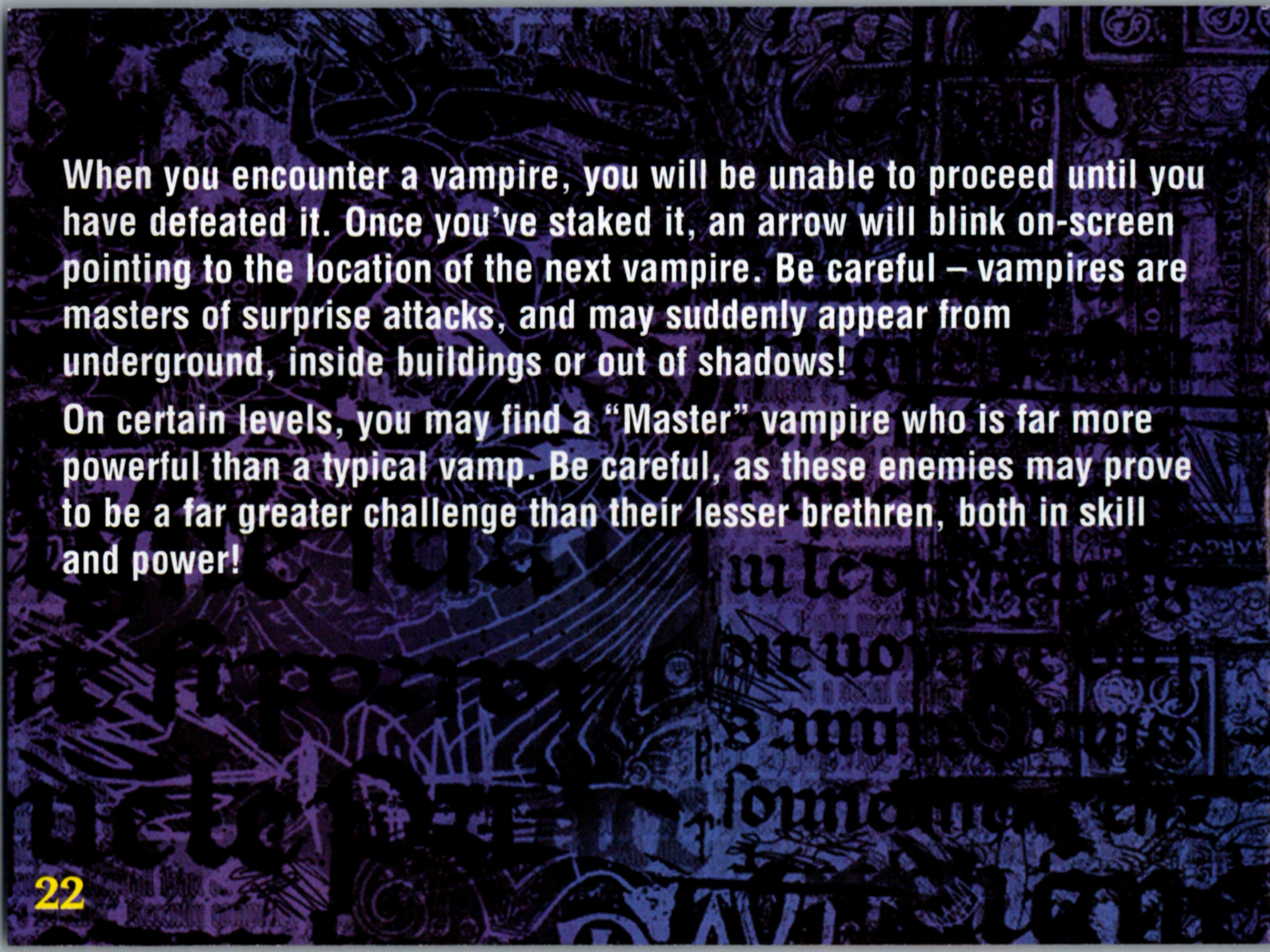
To slay a vampire, you will first need to attack it hand-to-hand. Use the Punch and Kick attacks to pummel the vampire, along with well-timed Jump Kicks and Throws to keep it off balance.





Once you've weakened a vampire significantly, you'll be able to knock it down and stun it briefly. At this point, Buffy only has a few seconds to stake the vampire before it recovers and begins to attack her.

To stake the vamp, make sure you are within range and then press the Control Pad ↓ + the A Button. Buffy will pull a stake out and dust the vampire.



When you encounter a vampire, you will be unable to proceed until you have defeated it. Once you've staked it, an arrow will blink on-screen pointing to the location of the next vampire. Be careful – vampires are masters of surprise attacks, and may suddenly appear from underground, inside buildings or out of shadows!

On certain levels, you may find a “Master” vampire who is far more powerful than a typical vamp. Be careful, as these enemies may prove to be a far greater challenge than their lesser brethren, both in skill and power!

BUFFY'S ENEMIES

VAMPIRES



TUX VAMPIRE

This vampire has just been created, and is emerging from its grave for the first time. Because of its inexperience, this kind of vampire is usually a pretty easy kill.



PUNK VAMPIRE

This street-tough vamp likes to hide out in dark alleys to stalk its prey. Watch out for the chain it carries!



DISFIGURED VAMPIRE

Lurking in underground tunnels to hide its face, this vamp packs a mean sweep kick.



TRIBESMAN VAMPIRE

These vampires are very agile and can leap around with great speed.



EURO VAMPIRE

A more traditional vampire from the Old World, but no less dangerous.



GUARDIAN VAMPIRE

Hordes of these have hidden near the Hellmouth for a thousand generations, waiting for this opportunity!

MASTER VAMPIRES



NINJA VAMPIRE

These elite assassins from Japan have trained in the Ninja arts for hundreds of years.



VIKING VAMPIRE

The fearsome Viking Blood drinkers have existed since the days of Erik the Red, and are just as dangerous today.

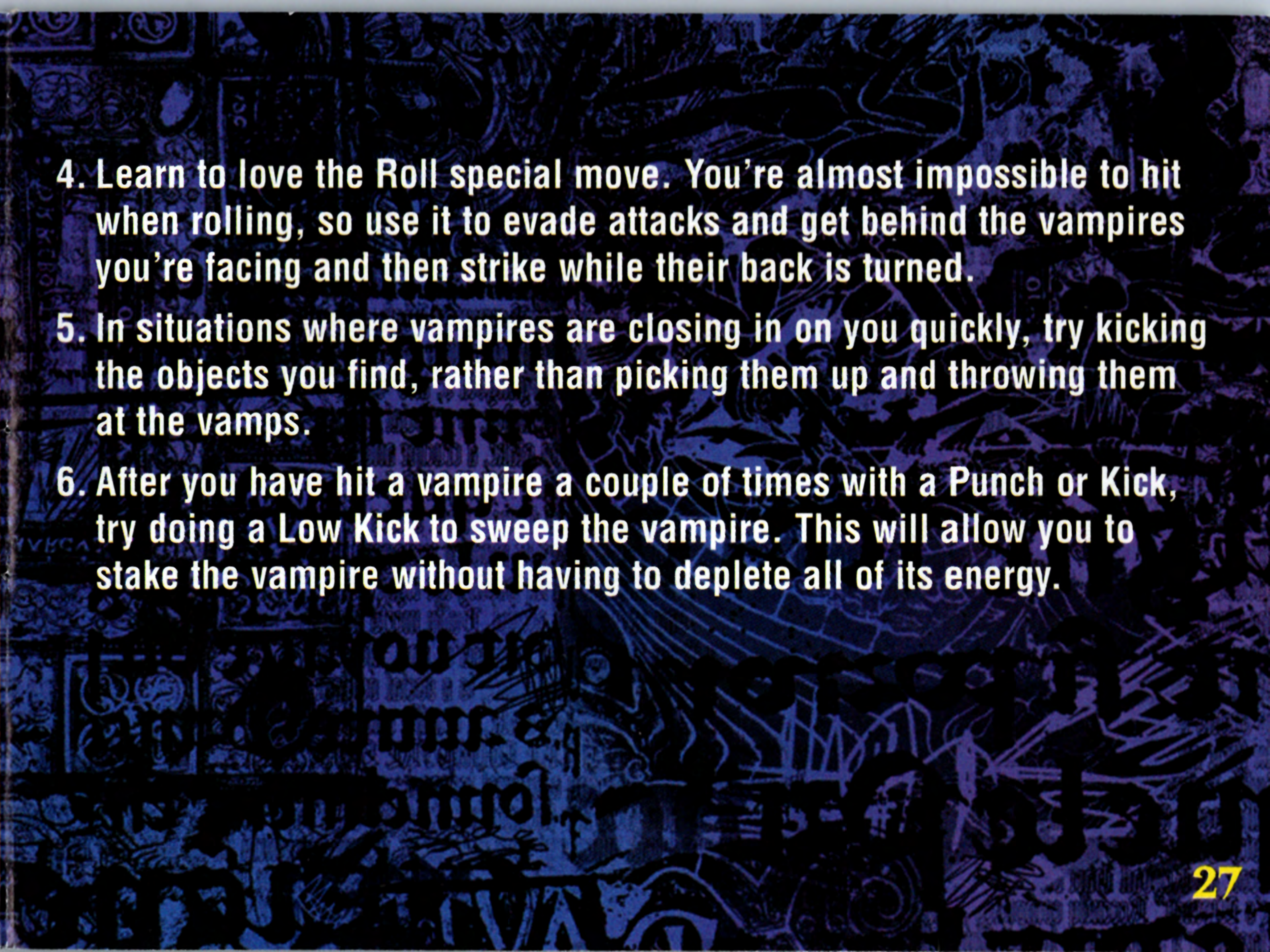


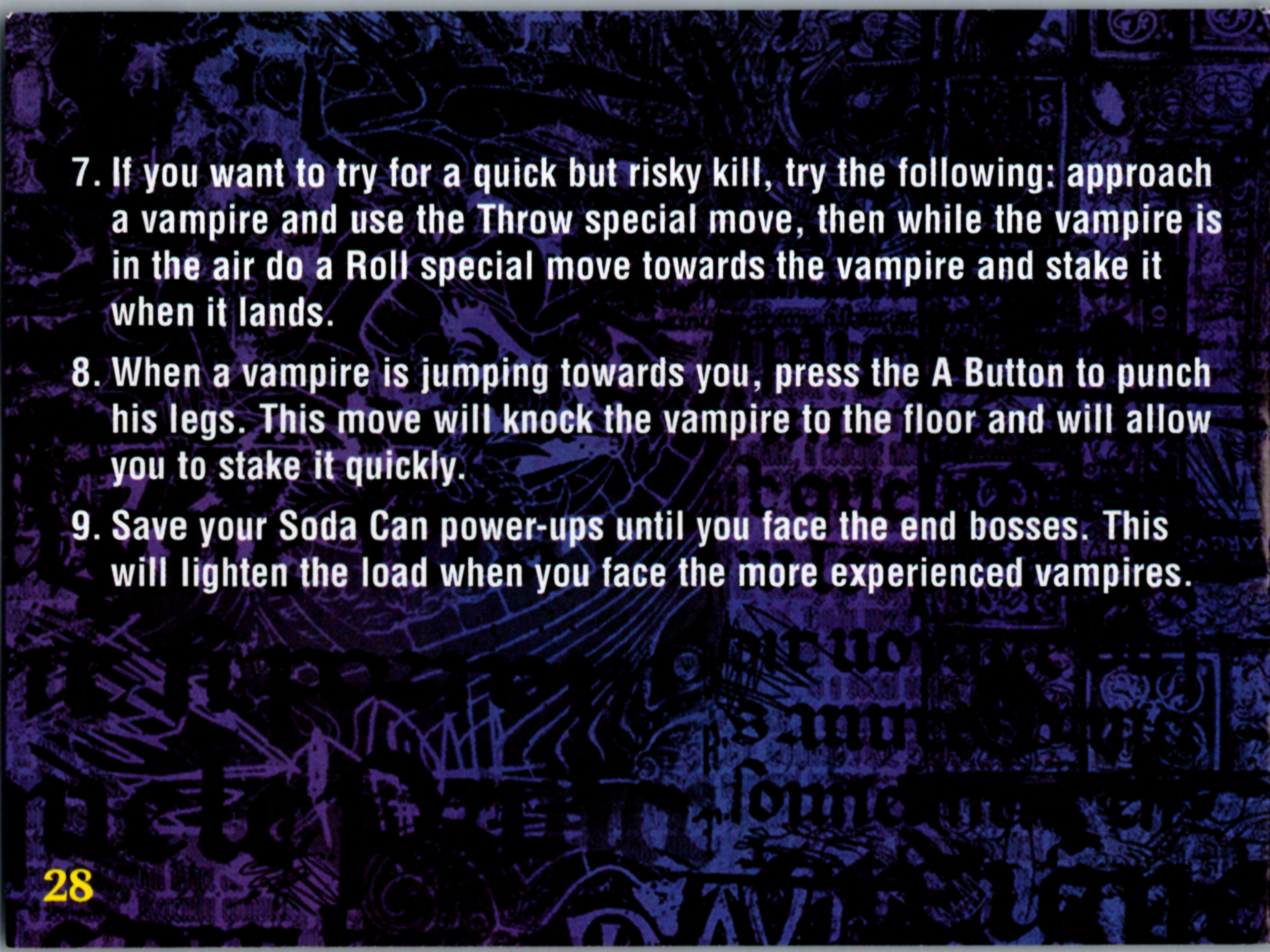
BEAST VAMPIRE

Like the ancient vampire Kakistos that Buffy fought and defeated, these vampires are so old that they have begun to exhibit non-human traits. Having lived in the harsh climate of the Andes Mountains, these fearsome specimens have grown to resemble the mythical yeti and in fact may have given rise to the legend!

HINTS

1. If you're close to a vampire and need to get some distance in order to avoid its attacks, use the Dodge maneuver (←, ←) to jump backwards and evade. Once you're clear you can move in with your own attack.
2. The Jump Kick is a very powerful weapon. If you're having trouble with a difficult foe, try staying airborne as much as possible and use the Jump Kick to inflict damage.
3. If you keep using the same Punch or Kick attack repeatedly, vampires will begin to notice and respond appropriately. Use a mix of Punches, Kicks and jumping attacks to keep your opponent off-balance.

- 
4. Learn to love the Roll special move. You're almost impossible to hit when rolling, so use it to evade attacks and get behind the vampires you're facing and then strike while their back is turned.
 5. In situations where vampires are closing in on you quickly, try kicking the objects you find, rather than picking them up and throwing them at the vamps.
 6. After you have hit a vampire a couple of times with a Punch or Kick, try doing a Low Kick to sweep the vampire. This will allow you to stake the vampire without having to deplete all of its energy.

- 
7. If you want to try for a quick but risky kill, try the following: approach a vampire and use the Throw special move, then while the vampire is in the air do a Roll special move towards the vampire and stake it when it lands.
 8. When a vampire is jumping towards you, press the A Button to punch his legs. This move will knock the vampire to the floor and will allow you to stake it quickly.
 9. Save your Soda Can power-ups until you face the end bosses. This will lighten the load when you face the more experienced vampires.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32063** Please use this code to identify your Product when contacting us.

Limited Warranty

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**THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301**

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