

Buffy the Vampire Slayer: Wrath of the Darkhul King Walkthrough

by tnewebmaster

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This Walkthrough is limited to be posted at:

www.gamefaqs.com
www.neoseeker.com
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several Vampires and then several more on the other side of the 2 boxes. Perform a running Double Jump over the barrel on fire and then Save the man on the other side of 2 more boxes.

ii. The Museum

There will be a surprisingly unrealistic fight scene between Buffy and a Demon with a talisman. Left is the way to go. Beat a Vampire, destroy the Vase, kill a bat and repeat as necessary. Add snake killing for desired effect. When sufficient, break down a door. Jump on dinosaur heads and malfunctioning lights in the next room, destroying Vampires that are around. As for the crumbling ones, you will have to time running jumps very carefully and quickly. The end is after a tricky combination of running jumps on 3 dinosaur heads.

iii. More Patrolling

Kill some Vamps, and then perform a running double jump from the box over to a crumbling platform. Take some pretty self-explanatory jumps moving right and then go up the ladder at the end of the street. Dust some Vamps and push a barrel into the tornado like thing there. Press a switch and the air coming out of the chimney will stop. Keep dusting Vamps and you continue. When you find 2 crates. If you destroy both of them, there will be a switch behind them. Run and double jump over some more swirly air and jump as quickly as you can over the watery sign. Go down the ladder, hit the switch, break open the crate on the right to get a large holy water, and go back up and cross the rope. Slay 2 Vamps and rescue a civillian to complete the level.

iv. Cemetary & Crypt Patrol

Dust the Vampires that you meet in the first sweep, then enter the mausoleum. In here, you can knock the Vampires into the spikes on the floor to dust them instead of wasting a stake. When you reach the end of this corridor, you will find a ladder and at the bottom, 3 Vampires. Stake all 3 and climb the ladder up, and 2 platforms over, activate a switch. Go back down, jump on the crumbling platform and collect the Immunity Ring. You can walk on spikes for a short time. Kill the Vamp, activate the switch and then climb up the ladder. Go down these 2 ladders and kill a Vampire. Rescue the civillian here and go right. Use small Holy Waters to stop the Vamp waiting for you here. Get the diamond like thing with the cross on top: an extra life. Go back to the second ladder at the beginning of the dungeon. Climb down to the bottom and rescue the civillian there. The passage will open down by where the extra life was, so you should go there. Go through the BONUS ROUND as best you can. When the Bonus Round ends, you will have to face-off with the leader of the Vampires.

BOSS: NATASFEROS

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Use some combos by selecting a weapon, then pressing select and using the items. You must have at least one of both items for this to work though. Otherwise, I recommend leading him over by Riley and then kicking him repeatedly. Remember that he's a Vampire and that when you are done beating on him, you will have to stake him.

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\$\$\$\$\$ v. The Forest

\$\$\$\$\$ Kill the Baruk Demon and perform a running jump up to the tree. Climb down the rope and destroy the Gentlemen's Minnion there and then crawl under the swinging rock? Who cares why its there... we just have to get under it. Get as close as you can to the outside of the rock and when it is at its farthest point left, stand up and run with a double jump to the other side. On the crate, leap to a branch and get the Red Heart. climb down the rope and kill the minion. Jump over to the crumbling platform and then to the other side. Kick the minion into the pit, crawl under another swinging rock and then push the boulder in to the minion so that he is stuck. Jump from the rock to the rope and crawl across. In then next section, destroy the minion and then jump up to the branch above the Baruk Demon and then behind him. Kick him off the branch that he's on, then beat him when he falls. Push the rock on your right down into the rock wall to break it. Jump up into the tree by the little boulder that was still left. Kill the minion at the top here and then the Baruk Demon. When you fall to a lower level, you should find a civilian on the left and then a rock fall on the left. Run under the rock fall when it stops and kill another minion. Jump onto the rock in the middle of the water fall and collect the Extra Life. Run-Jump to the other side. This is extremely tricky and will take some time to master, but it is possible. Kill the minion here and then jump to a rock next to the platform above you. Save the civilian at the end of this platform to end the level.

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\$\$\$\$\$ vi. Industrial Park

\$\$\$\$\$ The instruction booklet calls this area "Clearing" but it seems to be more of an abandoned industrial park, so that's what I will call it. Destroy some demons and minions as you go along left... jump over the broken bridge and be sure to get the Large Battery and the Crossbow. Destroy more minions and more demons and collect another Throwing Axe from a crate and then another from a civillian. Jump out to get another life here too. Crawl under a tower and then jump on it to get the Torch. Get a Throwing Axe from the crate and go to the left. Destroy some more minions, watch out for the crate with a bat in it and then watch a cut-scene where the Gentlemen are entering a house. Enter the broken window to Save and end the level.

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\$\$\$\$\$ vii. Gentlemen's HQ - The Hospital

\$\$\$\$\$ Defeat a minion and then break down the door. Repeat. Then defeat another minion and move bed to the right so that you can activate a switch. Jump

to a ladder and rescue the civilian here and press a switch. Go down and to the end of the hall. There's a civilian here that ends the level.

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viii. Hospital Basement

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Kill a minion and go right and fall a little ways. Break 2 crates on the left and get the items. There is a switch here and will fill the pit with the spikes with water. Go past the water, down a ladder, to the left down a conveyer belt and activate a switch. Double back to save a civilian who will give you a Laser Rifle (Why did he have that?), and go back. Destroy another minion and go down another ladder. Defeat 2 more minions, break 2 crates and press another switch. Back track to the civilian who will give you "Book." Go back to where you were before and go up another conveyer belt. Time a jump past the air coming out of some pipes. Go down 2 ladders and then up another all the way to the left of those. There will be a crate on your right, and behind it a switch. Go down the ladder you passed. Jump to the left to get the Immunity Ring that will protect you from spikes. There is also an Extra Life on the left for which you will need to push the crate over to. Leave through the gate that you opened. Go through the BONUS ROUND as best as possible and prepare to fight...

BOSS: THE GENTLEMEN

This battle is relatively easy. You need to beat a bunch of Gentlemen Minions. Beat 2, and you will have access to Riley's health and an Extra Life. One of the Gentlemen will be trying to stop you by throwing knives and sending out psychonic waves. Find the barrel on the far right side of the room and push it on to the box that holds your voice. Buffy will scream and the Gentlemen will die (green goo explodes out of the heads, see also Season 4, Episode 12: HUSH).

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ix. Back to the Forest

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In the first stretch of patrolling, just about everything crumbles, so do be careful. After some jumping and dying, you should run into 2 pits, a boulder and a rope. Cross the rope and then jump atop a boulder and take a very long rope over to the other side where you will just barely make it on land. Duck under the swinging boulder and kick at the feet of the vampire here. Stake it, and go right until you find a Baruk Demon digging something up. Kill the 2 Vampires that get in your way and go to the end of the cave.

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x. College Campus

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You'll first have to face a Darkhul Demon. Jump to the metal bars and defeat more demons. Get an Immunity Ring after crossing several spike pits. Kill

