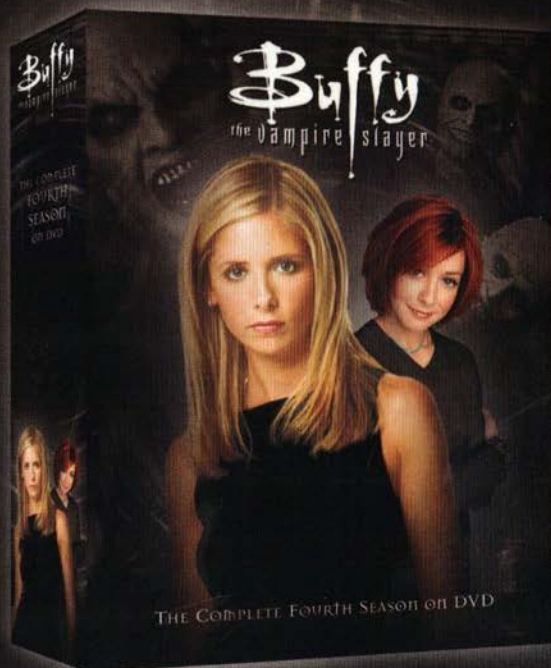


# Buffy

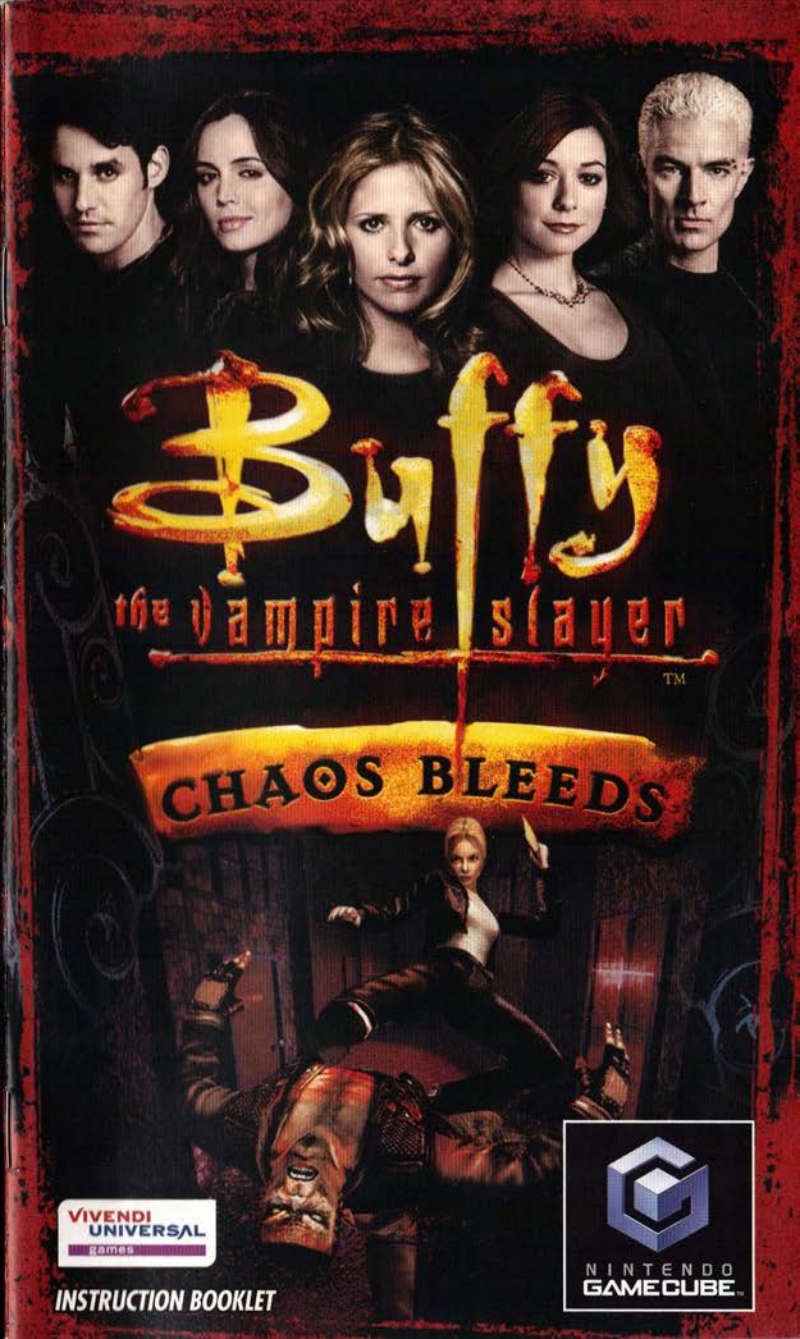
the vampire slayer

SEASON 4 NOW  
SLAYING ON DVD.

ALL 22 EPISODES ON 6 DISCS WITH EXTRAS TO DIE FOR!



EmuMovies



VIVENDI  
UNIVERSAL  
games

INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.<sup>®</sup>



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



**THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

<b>TEEN</b>
Blood and Gore
Violence
Mild Language
Suggestive Themes

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



## TABLE OF CONTENTS

GETTING STARTED . . . . .	2
INTRODUCTION . . . . .	4
CONTROLLER REFERENCE . . . . .	5
MENUS AND INTERFACE SYSTEM . . . . .	6
SAVING AND LOADING . . . . .	7
IN-GAME PAUSE MENU . . . . .	8
HEADS-UP DISPLAY (HUD) . . . . .	9
SINGLE-PLAYER MISSIONS . . . . .	11
MULTIPLAYER MODE . . . . .	12
MULTIPLAYER PICK-UPS . . . . .	13
PICK-UP ITEMS . . . . .	15
PLAYABLE CHARACTER PROFILES . . . . .	17
SUPPORTING CAST . . . . .	18
CREDITS . . . . .	20
CUSTOMER SUPPORT . . . . .	22
LICENSE AGREEMENT . . . . .	23
NOTES . . . . .	26

©2003 Twentieth Century Fox Film Corporation. All Rights Reserved. Fox Interactive, Buffy The Vampire Slayer, Buffy The Vampire Slayer: Chaos Bleeds and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation.







## GETTING STARTED

### Using the Nintendo GameCube™ System

1. Set up your Nintendo GameCube™ by following the instructions in the Nintendo GameCube™ Instruction Manual.
2. Press the POWER Button, and the status indicator light will light up.
3. Press the Open Button, and the Nintendo GameCube™ Game Disc tray will open.
4. Place the Buffy The Vampire Slayer: Chaos Bleeds™ Game Disc onto the Optical Disc Drive with the label facing up, and close the Game Disc cover.
5. Follow on-screen instructions and refer to this manual for more information about playing Buffy The Vampire Slayer: Chaos Bleeds™.

### Avoiding Damage to game Discs or the Optical Disc Drive

To avoid damage to Game Discs or the Game Disc drive:

- Insert only Nintendo GameCube™ Game Discs into the Optical Disc Drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a Nintendo GameCube™ Game Disc in the Nintendo GameCube™ Console for extended periods when not in use.
- Do not move the Nintendo GameCube™ Console while the power is on and a Nintendo GameCube™ Game Disc is inserted.
- Do not apply labels, stickers, or other foreign objects to Nintendo GameCube™ Game Discs.

### Using the Nintendo GameCube™ Controller



1. Connect the Nintendo GameCube™ Controller to any Controller Socket on the front of the Nintendo GameCube™ Console. For multiple players, connect additional Controllers to available Controller Sockets.
2. Follow on-screen instructions and refer to this manual for more information about using the Nintendo GameCube™ Controller to play Buffy The Vampire Slayer: Chaos Bleeds™.

### Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.







## INTRODUCTION

When Buffy Summers discovers that an enemy from the past, Ethan Rayne, is at the center of a great struggle with The First, literally the first incarnation of evil the world has ever known, she and the gang must face an undead army of vampires, zombies, and demons to keep these nefarious villains from casting the world into permanent darkness.



## CONTROLLER REFERENCE



## CONTROLLER REFERENCE

- Z Button • Quick Stake** . . . . . This puts whatever item your character is holding back into your inventory and equips you with a stake, if you have one in your inventory, ready to fight.
- L Button • Strafe Mode/Hip Shot** . . . . . This moves the character in a side-stepping motion. Strafe Mode can also be used to lock on to enemies. To do this, face the enemy you want to lock on to and press and hold the L Button. This must be used with long-range weapons such as the crossbow to shoot from the hip.
- R Button • Defend/Target Mode** . . . . . Hold down the R Button to make your character defend. When a projectile weapon such as the crossbow is equipped, holding down the R Button will enter Target Mode.
- +Control Pad • Inventory** . . . . . Scroll left or right to cycle through the inventory. When the desired item is visible in the inventory, press Up on the +Control Pad to use that item.
- START/PAUSE • Pause** . . . . . Pauses the game.
- Control Stick • Move** . . . . . Moves the character.
- C Stick • Camera** . . . . . Controls the movement of the camera.
- B Button • Kick**
- X Button • Jump**
- A Button • Punch/Fire** . . . . . When a long-range weapon such as the crossbow is equipped, press this button to fire projectiles.
- Y Button • Action** . . . . . Use to open doors and pick up items.
- L Button + Y Button • Action** . . . . . Throw a stake at an enemy.
- L Button + X Button • Action** . . . . . Hop/Evade move to jump into and out of hand-to-hand combat.
- A Button + B Button • Action** . . . . . Grab and throw an opponent.





## MENUS AND INTERFACE SYSTEM



**Main Menu** – To navigate the menu system, use the +Control Pad to highlight the various menu items. Press the A Button to activate the currently highlighted menu item, or press the B Button to return to the previous menu.

**New Game** – Begin a new game of Buffy The Vampire Slayer: Chaos Bleeds™ starting from the first chapter.

**Load Game** – Load a previously saved game.

**Multiplayer** – Play head-to-head with 1–4 players.

**Options** – Adjust the following options:

- Turn Rumble Feature on/off
- Turn the First-Person Invert Vertical on/off
- Turn the Third-Person Invert Vertical on/off
- Turn the Third-Person Invert Horizontal on/off
- Turn the Subtitles on/off
- Turn Widescreen on/off
- Adjust Music Volume
- Adjust Sound Effects Volume
- Set Sound Mode

**Extras** – View cast and creator interviews, cast photo gallery, comic book adaptation, highlight reel and outtakes.

## SAVING AND LOADING

**NOTE:** A Nintendo GameCube™ Memory Card is required to save or load your game data.

**NOTE:** Never insert or remove a Memory Card when saving or loading files.

### Saving a Game

In order to save your progress, you need a Nintendo GameCube™ Memory Card.

- Select the New Game option from the Main Menu.
- You must use the Nintendo GameCube™ Memory Card Slot A to store your saved game.

**NOTE:** If your Memory Card hasn't been used with Buffy The Vampire Slayer: Chaos Bleeds™ before, you will be asked to create a Game Data file. Select "Yes" to continue or "No" to try a different Memory Card Slot.

- Press the Control Stick Up or Down, or press the +Control Pad Up or Down, to select one of the three available saved game slots you wish to load. Press the A Button to select it.
- Once selected, the game will create a saved file and then start playing Buffy The Vampire Slayer: Chaos Bleeds™.

As you proceed through the levels, you will come across continue points. These do not save the game to the Memory Card, but do activate a temporary respawn point. In the event that you fail the mission beyond the continue points, select CONTINUE from the Menu default and you will be brought back to the last continue point instead of restarting from the beginning of the level.

At the end of each level, you will be given the option to save your progress. To save, highlight the Save option and press the A Button to select it.

You will then be asked if you wish to overwrite this save file. Select "Yes" and the game will be saved.

### Load Game Menu

To load a saved game, you must have a Buffy The Vampire Slayer: Chaos Bleeds™ saved game on your Memory Card.

- Select the Load Game option from the Main Menu.
- Highlight your choice and press the A Button.
- Press the Control Stick Up or Down, or press the +Control Pad Up or Down, to select one of the three available saved game files you wish to load. Press the A Button to select it.
- Select "Yes" to confirm your choice and press the A Button.
- You can return to the previous screen by pressing the B Button to select it.





## IN-GAME PAUSE MENU



Press **START/PAUSE** to pause your game and go into the Pause Menu.

There are four choices on the Pause Menu:

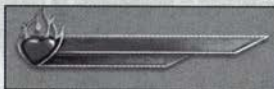
- **Continue** – Selecting this will resume gameplay.
- **Restart Level** – Selecting this will restart the level you are playing.
- **Options** – Selecting this will take you to the Options menu.
- **Quit Game** – Select this to exit the current game and go back to the Main Menu.

To cycle through the menu text, press the **+Control Pad Up** or **Down**, or press the **Control Stick Up** or **Down**.

Press the **A Button** to confirm your selection.

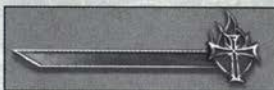
## HEADS-UP DISPLAY (HUD)

### Single-Player Status



At the top left corner of the screen are the playable character's vital statistics. There are two bars located here. The purple bar at the top of the screen indicates the player's health. When this gets down to zero (drained of purple health), the player can be killed by the monster using a finishing move. The blue bar is the player's energy power; this can be used to add damage multipliers to attacks, which are represented by an energy-burst effect on attack moves. The energy meter will be drained according to the move executed. When a player defeats an enemy, he or she will receive a blue energy power orb or a purple energy orb. Both bars can be increased by killing monsters. The health bar can also be increased by finding medi-paks.

### Enemy Health



The health status of an enemy can be viewed on the right side of the screen. Once the health bar has been lowered, you can perform a finishing move on vampires. Other enemies, once drained of health, can be killed without the need for a finishing move.

### Inventory



The inventory icon can be found at the lower left corner of the screen. The icon shows which item you have, the number shows how many of that item you have, and the bar underneath shows the health and durability of that item. Some items such as the crossbow have ammunition rather than health.

### Objectives



You can access your level objectives at any time in the inventory, by pressing the **+Control Pad Left** or **Right**, and highlighting the Objectives book icon. Press the **+Control Pad Up** to access the objective for the current level.

### Slayer Handbook



When playing as Faith or Buffy, the player can access the Slayer Handbook by scrolling through the inventory and selecting it. Pressing the **+Control Pad Up** will open the Slayer Handbook and display the slayer moves available to the character and the buttons for performing these slayer moves.







## Willow's Magic Book

Willow acquires spells throughout the game that are added to the player's Magic Book. The player can access the Magic Book by scrolling through the inventory and selecting it. Pressing the +Control Pad Up will open the Magic Book and display the spells available to the player and the buttons for casting these spells.

**NOTE:** Willow has a limited supply of magical energy, which she must use wisely. Casting spells drains energy from her reserves—the more powerful the spell, the more energy it will take to cast. Willow's magical energy can be replenished by killing opponents or by letting her energy recharge over time. Spells will fail and have no effect if Willow does not possess enough magical energy or experience to cast them.

### Willow's Spells

#### Shockwave

This basic attack is useful when Willow is low on magical energy. Willow will perform a punch attack infused with magical energy for additional power.

#### Fireball

This standard magic attack shoots a fireball at a target. Fireballs may cause serious damage or even instant death to vampires.

#### Sun Spell

Devastating only to vampires, this spell creates a mini sun-area-effect radius that will kill nearby vampires instantly, regardless of health.

#### Homing Missile

More powerful than the standard fireball, this missile will "seek out" and hit a targeted enemy.

#### Shield (defensive spell)

When this spell is cast, a magical field surrounds Willow, making her impervious to blows.

#### Possess Enemy

When the odds are against Willow, cast this spell to possess the targeted enemy. The spell will convince the target that Willow must be protected and force that enemy to attack any nearby enemies. This spell lasts for a limited time. When the spell ends, the enemy comes to his or her senses and resumes attacking Willow.

#### Sonic Blast

Used to give Willow room to maneuver, this spell sends out a circular sonic blast which will knock down nearby enemies.

## SINGLE-PLAYER MISSIONS

**NOTE:** If you do not wish to learn certain details about the story plot, please do not read this section. It may contain spoilers.

#### The Magic Box

Vampires are running amok in The Magic Box, as Buffy and the gang stumble into action. Take control of Buffy, Willow, Xander and Spike to dispose of the vampires and make sense of what is going on.

#### Cemetery

When Sid the Dummy makes an appearance and reveals that Kakistos is lurking somewhere nearby, you must patrol the graveyard and look for clues.

#### Blood Factory

Tara and Willow perform a locator spell to track Kakistos, but Ethan Rayne reveals himself instead, for the first time. With the aid of some creepy bakemono, he abducts Tara and holds other hostages that need to be rescued.

#### The Magic Box Revisited

The gang reunites at The Magic Box once more to compare notes. When Giles goes to retrieve mail-order forms, Kakistos reappears and informs Buffy of the convenient trap he has set for Giles. Can you rescue him in time?

#### Downtown Sunnydale

After Ethan Rayne reveals the details of his dubious plan, Buffy is forced to go to an alternate-dimension version of the Sunnydale town square, rescue Willow, Faith, Spike and Xander, and bring them back to reality.

#### Sunnydale Hospital

The first stop en route to collecting the body parts of 12th-century champion Cassandra Rayne, the hospital contains the scariest horrors of nightmares past.

#### Sunnydale High School

Xander never did like high school very much, and this trip down memory lane is his most dangerous visit yet!

#### The Quarry House

Faith must battle her way into a rock quarry and gain access to a quarry house, where an old familiar foe awaits a final confrontation.

#### The Initiative Base

Spike never signed up for this type of reconnaissance mission. Battle your way through the Initiative Base. But be careful—there are more than just vampires lurking in the holding pens of the underground base.

#### Sunnydale Mall

Willow always loves a good trip to the mall, but not like this! Explore different shops on the ground floor and the upper floor, but don't be coy. If you need something, take it. You need to find a way out of this nightmare!

#### Sunnydale Zoo

The pamphlet never mentioned zombie penguins and zombie gorillas at this zoo! Work your way around the park and gain access to the Aquarium, where the unlikelyst of enemies awaits you!

#### The First's Lair

Cassandra Rayne mentioned something about Hope's Dagger, and here you are in a 12th-century castle! Keep your wits about you and prepare yourself for the final showdown.





## MULTIPLAYER MODE



### Character Select Screen

To choose a character in multiplayer mode, scroll through the available characters using the Control Stick or the +Control Pad Left and Right. Press the A Button to confirm your selection. To exit the menu, press the B Button.

As you progress through the single-player game, you can unlock more characters and maps for the multiplayer mode.

### Multiplayer Heads-Up Display



Player health bars are aligned along the bottom of the screen. The color of the bar matches that of the arrow above the player's head. A counter above each player's health bar shows the number of enemies killed by that player.

### Survival

Prepare to battle friend and foe alike in this no-holds-barred fight to the death. Choose your character carefully as there can be only one winner! Two or more players required.

### Bunny Catcher

Run, rabbit, run! Score points by catching more bunnies than anyone else in this race against the clock. Beware of the different-colored bunnies—some may have unexpected effects!

White Rabbits – give you one point    Red Rabbits – give you a random pick-up

Golden Rabbits – give you five points    Black Rabbits – take five points away

The number above the health bar shows the number of rabbits the player has caught. A counter at the top of the screen shows the time remaining. Two or more players are required.

### Slayer Challenge

Think you're the best? Then try Slayer Challenge. Activate enemies by moving over the magical pentagrams; score points by sending them back to the grave. But watch out as other players can take control of the monsters and gang up against you. One or more players required.

### Domination

Fight against your adversaries for control of the magical pentagrams. The longer you dominate the pentagrams, the more points you score. When time runs out, the player with the highest score wins. Two or more players required.

The number above the health bar shows the number of points scored by the player. A counter at the top of the screen shows the time remaining.

## MULTIPLAYER PICK-UPS



**Controller Confusion** – collecting this pick-up will reverse all movement controls for a limited period of time.



**Speed Up** – run rings around your opponents. Collecting this pick-up will increase the speed of your attacks and movement for a limited period of time.



**Half Damage** – for a limited period of time, all attacks hit at half their normal damage.



**Invulnerability** – collecting this pick-up will make your character invulnerable to all types of attacks for a limited period of time.



**Death** – instant death awaits anyone who collects this pick-up.



**Max Damage** – for a limited period of time, all successful attacks cause four times their normal damage.



**Half Health** – collecting this pick-up reduces health by half.





**Double Damage** – for a limited period of time, all successful attacks cause double their normal damage.



**Full Health** – collecting this pick-up gives your character full health.



**Health Up** – collect this pick-up for a quick boost to your health.



**Character Confusion** – collecting this pick-up will randomly swap your character with one of your opponents.



**Points Swap** – collecting this pick-up will randomly swap your points with one of your opponent's.



**Chosen One** – collecting this pick-up starts a countdown. Whoever is the Chosen One at the end dies. You can pass this onto your opponents by successfully attacking them.



**Slow Motion** – collecting this pick-up will slow down all movement and attacks for a limited period of time.



**Zero Points** – collecting this pick-up will reduce your points to zero.

## PICK-UP ITEMS

### Weapons

There are numerous weapons at the disposal of the characters throughout the game. Below is a brief summary of the most frequently encountered weapons:



#### Stakes

The weapon of choice against vampires. The stake is very effective, but has limited health. Stakes can be found by smashing crates and breaking boards and chairs. They can also be broken down from other weapons, such as shovels and rakes.



#### Axes

These weapons cause the greatest damage to a variety of enemies. They are rare in the game and should be held onto at all costs. All axes can be used to kill vampires.



#### Torches

A torch can be used as a tool to burn down obstacle barriers and as a weapon against enemies. The player can light torches at bonfires and cauldrons.



#### Swords

Swords are slashing weapons that cause damage to all enemies. Certain swords are mystical in nature and have special properties.

### Staff Weapons

This general class of weapons includes pool cues, rakes, shovels, pitchforks, and baseball bats. Staff weapons are more useful than stakes for killing monsters at long range. Because all of these are made of wood, they can be used to kill vampires. Staff weapons have limited strength and durability and will break after extended use.



### Ranged Weapons

The following are ammunition-based weapons that work best from a ranged distance.



#### Crossbow

The crossbow can be used as a rapid-fire weapon. Equip it by pressing and holding the L Button, and hit the A Button to fire crossbow bolts. It may also be used to zoom in and pinpoint enemies. This may be done by pressing and holding the R Button and hitting the A Button to fire crossbow bolts.







### Hell-Fire Soaker

The hell-fire soaker shoots a stream of fire that is deadly to vampires and other enemies in the game. It has a counter at the bottom of the inventory graphic that indicates the amount of fuel it contains. When this counter reaches zero, the hell-fire soaker is out of fuel.



### Water Soaker

This weapon is loaded with holy water, which is deadly to vampires. The water soaker has a counter at the bottom of the inventory graphic that indicates the amount of ammunition it contains. When this counter reaches zero, the water soaker is out of ammunition.

### Thrown Items

The following weapons are most effective if thrown against enemies at a ranged distance.



### Hell-Fire

This vial of contained fire can be thrown as a weapon against enemies. Deadly to vampires, it can dust them on contact depending on their health level. Hell-fire is also an effective weapon against other enemies in the game.



### Holy Water

Holy water vials are canisters of pure holy water. A direct hit against vampires will dust them on contact.



### EMP Grenades

Electromagnetic pulse grenades are effective against machine-based entities. When thrown, a grenade casts a radius-effect damage sphere. Anything that is electricity-based within this range will be temporarily shut down.

## Health



### Medi-Pak

Medi-paks can be found at various points during the game, and can be carried in your inventory until they are needed. They increase health by 50% of maximum.

## PLAYABLE CHARACTER PROFILES



### Buffy Summers

Buffy Summers was an ordinary Southern California girl until her life was turned upside down when she learned she was a Slayer—the Chosen One, the one girl in the entire world gifted with the power to combat the forces of darkness. Buffy has been a slayer for over five years now, surpassing the average life span of past slayers. But with each passing day, the odds grow against her, the shadows darker...

### Willow Rosenberg

Willow Rosenberg was a shy, bookish girl until she met Buffy in high school. Now Willow is, by her own description, a “Slayerette” and often assists Buffy in her missions to rid the world of evil. Willow’s main weapon is her growing arsenal of magic powers and spells.



### Xander Harris

Alexander LaVelle Harris goes by the endearing nickname Xander at all times—unless his mother or Willow is scolding him. Xander is Buffy’s most loyal friend and will protect her at all costs. In high school, he was the class clown. After deciding not to pursue college, Xander went through a slew of odd jobs. He finally found a job in construction, which he is both good at and enjoys. He is dating Anya, a blunt and beautiful girl who was once a vengeance demon called Anyanka.

### Faith

Faith has been allied with both the forces of good and the forces of darkness. She and Buffy have been at odds several times in the past. Faith, who is trying hard to make amends for things she has done, is now an important ally of Buffy and the rest of the gang.



### Spike

The vampire Spike, also known as “William the Bloody,” was captured by a group called the Initiative, which implanted a microchip in his brain. This chip causes Spike tremendous pain if he tries to hurt a human being. However, Spike has found that he is still able to kill and pummel demons, and therefore has become an unlikely ally of the Slayer.

### Sid the Dummy

Sid is actually the spirit of a demon hunter who many years ago was imprisoned in the body of a ventriloquist’s dummy. On a mission to track down and destroy the Brotherhood of Seven, he succeeded with Buffy’s help. His soul passed from this world. Buffy and her friends assumed that he had moved on to his final reward.

They were wrong...





## SUPPORTING CAST



### Rupert Giles

Giles comes from a family of watchers. Watchers are assigned to Slayers to train and mentor them. He became Buffy Summers' watcher when she moved to Sunnydale. He has always stood by her as friend and mentor. Giles is the proprietor of The Magic Box, the local Sunnydale magic shop.

### Tara Maclay

Tara met Willow at a gathering of a Wicca group on the UC Sunnydale campus. The other attendees seemed to be all talk and no action—more into bake sales than actual spells. Shy and humble, Tara was immediately drawn to Willow. In time, Tara has become more self-assured and has taken an active role in the Scooby Gang.



### Anya

Anya was forced to survive the social culture of American high school and the instincts and urges of a typical teenage girl. Ironically, she soon found herself attracted to Xander Harris. The two struck up a relationship that has, much to the astonishment of Xander's friends, grown into love. When Giles opened The Magic Box, an eager, money-adoring Anya began to work there.

## ENEMY PROFILES



### Vampires

Vampires are resurrected dead who have a demon occupying their body. This makes vampires very crafty and self-aware. They survive on an all-liquid diet of blood and can be killed by a variety of means, including stakes, holy water and fire.

### The Walking Dead

The walking dead, unlike ghosts, are creatures of flesh and blood, but they are not thinking creatures like Vampires. Generally considered mindless, they can be very dangerous as they can take quite a bite out of you.



### Psycho Patients

Escapes from the mental hospital, psycho patients are both deadly and squeamish about practically everything!



### Werewolves

Werewolves are the recent lycanthropic transformations of humans, only much larger. Their ferocious claw attacks are surpassed only by their deadly bite attacks.



### Ethan Rayne

Once a friend of Giles, Ethan has since turned toward chaos-worshiping and has become a recurring problem for Giles and Buffy. His appearance can only mean one thing—trouble.



### Kakistos

Kakistos was a vampire of such great age that his features had altered over the years to reflect the demon within—to the extent that Kakistos had hooves. Kakistos killed Faith's watcher, but during that battle, Faith scarred him before fleeing to Sunnydale. Kakistos followed her, seeking revenge. When the two faced each other in final battle, Faith dusted him.

### Anyanka

Anyanka, a vengeance demon, disguised herself as a high school student named Anya. Since her specialty was acting upon the anguish and fury of women wronged by men and making their vengeful wishes come true, she thought that high school was the perfect place to find such females. In Sunnydale, however, many centuries of vengeful luck ran out, and Anyanka's amulet, the source of her power, was destroyed. Rather than restore it, the demon who had originally given her that power punished her by making her completely human.



### Adam

Created by the Initiative's Professor Maggie Walsh, Adam was a hybrid creature—a combination of machine, demon, and man. Adam murdered his creator and caused a great deal of trouble for Buffy before his final destruction. The First has resurrected Adam in its Alternate Dimension as a valuable ally in the quest to destroy the world as we know it.

## THE FIRST

The First is the very first evil on the face of the earth. As old as the primordial darkness, it is absolute evil. Buffy encountered The First when it attempted to manipulate Angel's mind, to drive the vampire-with-a-soul into a morass of self-doubt and cause him to take his own life. Buffy helped Angel overcome its influence and thwarted its plans.

THE FIRST HAS NOT FORGOTTEN . . .







## CREDITS

Published by  
VIVENDI UNIVERSAL GAMES

**EXECUTIVE PRODUCER**  
Greg Goodrich

**ASSOCIATE PRODUCER**  
Harish Rao

**PRODUCTION SUPPORT  
AND VOICE DIRECTION**  
David Stalker

**VICE PRESIDENT OF  
TECHNOLOGY**  
Michael Heilemann

**VICE PRESIDENT OF  
MARKETING**  
Ed Zobrist  
Nicholas Longano

**DIRECTOR OF MARKETING**  
Ivo Gerscovich  
Chris Mollo

**BRAND MARKETING**  
Laurel Moen  
Katya Shuldiner

**PUBLIC RELATIONS**  
Sarita Churchill

**VICE PRESIDENT OF Q.A.,  
CUSTOMER SERVICE, AND  
TECHNICAL SUPPORT**  
Rod Shean

**Q.A. MANAGER**  
James Galloway

**Q.A. BRAND MANAGER**  
Igor Krinitskiy

**VUGC DIRECTOR**  
Randy Linch

**Q.A. SUPERVISOR**  
Michael Gonzales

**Q.A. LEAD**  
Glenn Dphrepaulezz

**Q.A. ASSOCIATE LEAD**  
Cris Lee

**Q.A. TEAM**  
Evan Branning  
Terrance Brant  
Scott Carroll  
Red Magpantay  
Brian Mathison  
Calvin Wong

**ADDITIONAL Q.A.**  
Cameron Austin  
Jose Beltran  
Tony Black  
Jason Colombetti  
Andrew Dank  
Craig Dawkins  
Daryl Doane  
Brian Douglass  
Peter Elmore  
Ulysses Forosan  
Nathan Gary  
Alberto Gil  
Lina Hedgecoth  
Adam Hines  
Ben Hines  
Gino De Felice

Crystal-Dawn Jensen  
Brian Kang  
David Kao  
Michael Kurillo  
Julio Manzanares  
Jonathan Masterson  
Joaquin Meza  
Hien Nguyen  
Michael O'Brien  
Jason Reis  
Joseph Olivas  
Ali Raza  
Hattan Shobokshi  
Martin Valdez  
Luis Vasconez  
Diana Wu  
Stephen Yang  
Jared Yeager

**MANUAL TEXT**  
Tim Hall

**MANUAL LAYOUT**  
Lauren Azeltine

*Buffy The Vampire Slayer:  
Chaos Bleeds™*  
**WRITTEN BY**  
Christopher Golden  
and Tom Sniegowski

**WEB SERVICES**  
Julie Thomas  
Guy Welch  
Amy Chen  
Kristin Sutter

**VUG CREATIVE SERVICES**  
Michael Bannon  
Maggie Storm-Gardner  
Marcela Cabrera  
Debi Laezman

**PUBLISHING**  
Suzan Rude  
Julie Uhrman  
Jason Nicol  
Kathy Truong

**20TH CENTURY FOX  
RECORDING STUDIOS**  
Ron Cox  
David Lucarelli  
Charleen Richards  
Larry Spotts

**EXECUTIVE DIRECTOR  
SOUND OPERATIONS**  
Stacey Robinson

**VIVENDI UNIVERSAL GAMES  
RECORDING STUDIOS**  
Tom Keegan  
Andrea Toylas

**POP SOUND**  
Mike Miller  
Susie Harshman  
Deborah Castro

**ASYLUM STUDIOS**  
Gabe Rutman

**VOICE-OVER SERVICES  
PROVIDED BY**  
Amber Benson  
Nicholas Brendon  
Eliza Dushku  
Anthony Stewart Head  
James Marsters  
Giselle Loren  
Jeremy Roberts  
Robin Sachs  
Kari Wahlgren  
Tom Wyner  
Tom Bourdon  
Mia Bradley  
Kat Cressida  
Jenna Macari  
Dave Marrujo  
Erika Robledo  
Dave Whittenberg

**THEME FROM "BUFFY™"  
WRITTEN BY**  
Charles Dennis, Parry Gripp and  
Stephen Sherlock  
Published by T C F Music  
Publishing, Inc.

**ORIGINAL GAME SCORE  
COMPOSED BY**  
Ian Livingstone, courtesy  
of Tsunami Sounds Ltd.

**VERY SPECIAL THANKS**  
Joss Whedon  
Christopher Buchanan  
Sarah Michelle Gellar

**SPECIAL THANKS**  
Scott Allie  
Eric Asevo  
Mark Bernardi  
Steven Bersch  
Pamela Blanford  
Aaron Blean  
Peter Byrne  
J. Scott Campbell  
Sarita Churchill  
Allie Costa (Little Willow)  
Kat Cressida  
Lindsey Fischer  
Jim Flaherty  
Tom Gastall  
Sasha Gross  
Christian Kaplan  
Vince Kudirka  
Daphne Kwong  
Jack Van Leer  
Luke Letizia  
Bruce Slywka  
John Melchior  
Chris Miller  
Anita Nelson  
Megan O'Brien  
Debbie Olshan  
Shannon Oertwig  
Paul Pawlicki  
Michael Pole  
Tim Ramage  
Jamie Samson  
MIKE SCHNEIDER  
Kirk Scott  
Emilia Serrano  
Gopika Sharma  
Dave Shaw  
Heather Stevenson  
Kristin Sutter  
Sandra Teles  
Tim Tran  
Chris Wilson  
our Families, our Friends,  
Bronzers  
and all the Buffy & Angel fans  
everywhere!

Developed by  
EUROCOM ENTERTAINMENT  
SOFTWARE

**PRODUCTION**  
Mat Sneap  
Mike Botham  
Paul Cooke

**GAME CODE**  
David Arnold  
Chris Allen  
Johnathon Andrews  
Duane Bradbury  
Padraig Finnerty  
Karl Gillott  
Kev Grantham  
Graham Reeves

**ENGINE CODE**  
Ian Denny  
Chris Jackson  
Shane Clark  
Dave Looker  
Jean-Marc Leang  
Jim Makin  
Tim Rogers  
Julian Walshaw-Vaughan

**ENVIRONMENTS**  
Barry Lawless  
Lee Ames  
Rob Berry  
Chris Boyle  
Carl Croyley  
Ulf Dahl  
Duncan Hewitt  
Joe Lewis  
Lasse Louhento  
Mark Potente  
Phil Plunkett  
Paul Wright

**CHARACTERS**  
Paul Gregory  
Mike Boylan  
Hans Johansen  
Hervé Piton

**LEVEL DESIGNERS**  
Richard Halliwell  
Thomas O'Neill

**ANIMATION**  
Michael Hirst  
Des Forde  
Phil Hackney  
Phil Hanks  
Roisin Hunt  
Drew Kerins  
Sam Malone  
David Navarro  
Michael Morgan  
Danny Wong

**TOOLS**  
Andy Mitchell  
Diego Garcia Huerta  
Chris Jordan  
Jim Makin  
Kev Marks  
Bob Smith  
Kevin Thacker

**AUDIO**  
Guy Cockcroft

**QUALITY ASSURANCE**  
Michael Robinson  
Richard Charles  
Peter Barrett  
Andy Dilks  
Matthew Gilchrist  
Andrew Green  
Lee Hill  
Dominic Hills  
Oliver Madden  
Louise Sargison  
Jamie Small  
David Smith

**SPECIAL THANKS**  
Hugh Binns  
Neil Baldwin  
Steve Duckworth  
Network Admin  
Web Mistress







## CUSTOMER SUPPORT

### Technical Support

Vivendi Universal Games Technical Support can be contacted in the following ways:

Phone: 310 649-8030, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0755

Internet: <http://support.vugames.com>

### Customer Service

Vivendi Universal Games Customer Service can be contacted in the following ways:

Phone: 310 649-8031, M-F, 8 am-4:30 pm, PST

Fax: 310 258-0744

### Mail

Vivendi Universal Games  
4247 South Minnewawa Avenue  
Fresno, CA 93725

## LICENSE AGREEMENT

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Vivendi Universal Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

### END USER LICENSE AGREEMENT

1. Limited Use License. Vivendi Universal Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo GameCube™ game system.
2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. Responsibilities of End User.
  - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
  - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING,







## LICENSE AGREEMENT (CONTINUED)

WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONIN-FRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Disc shall be to give You a replacement Game Disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games, Inc.  
Attn: Warranty Processing  
4247 S. Minnewawa Ave., Fresno, CA 93725

## NOTES





**Buffy**  
the Vampire Slayer

CHAOS BLEEDS

NOTES

NOTES

