

Buffy
the vampire slayer™

CHAOS BLEEDS



**VIVENDI
UNIVERSAL**
games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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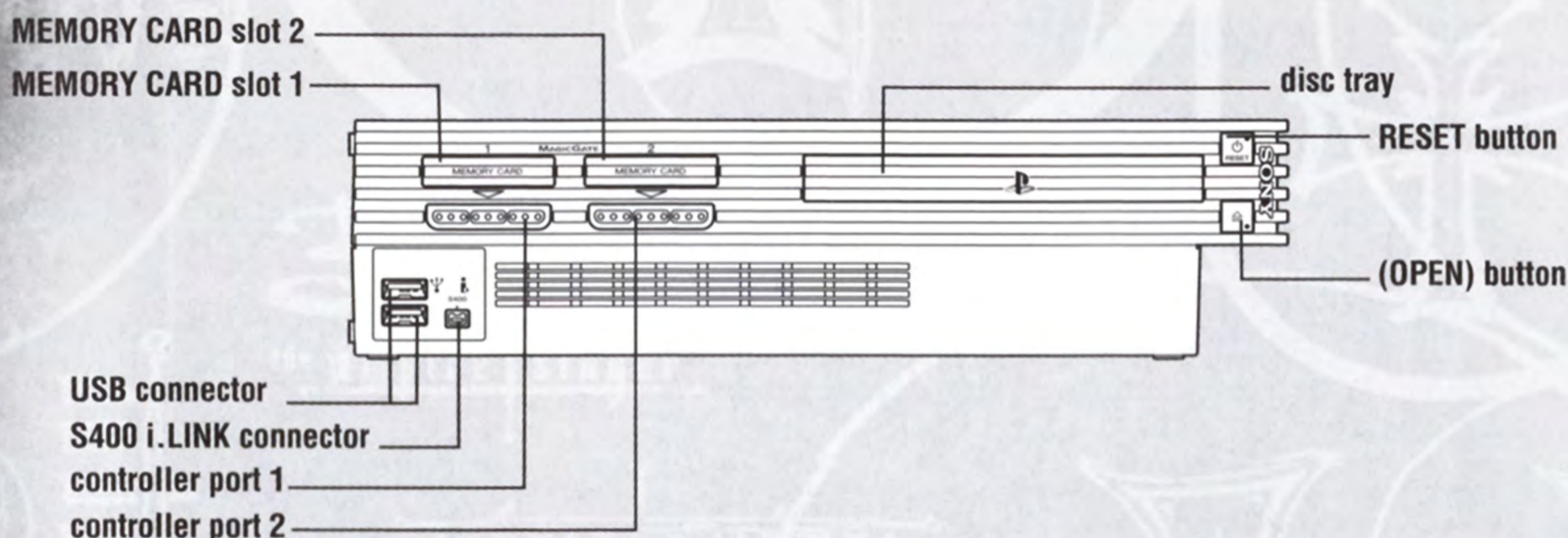
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GETTING STARTED

Using the PlayStation®2 Console



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Buffy The Vampire Slayer: Chaos Bleeds™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow the on-screen instructions and refer to this manual for information on using Buffy The Vampire Slayer: Chaos Bleeds™.

Memory card (8MB) (for PlayStation®2)

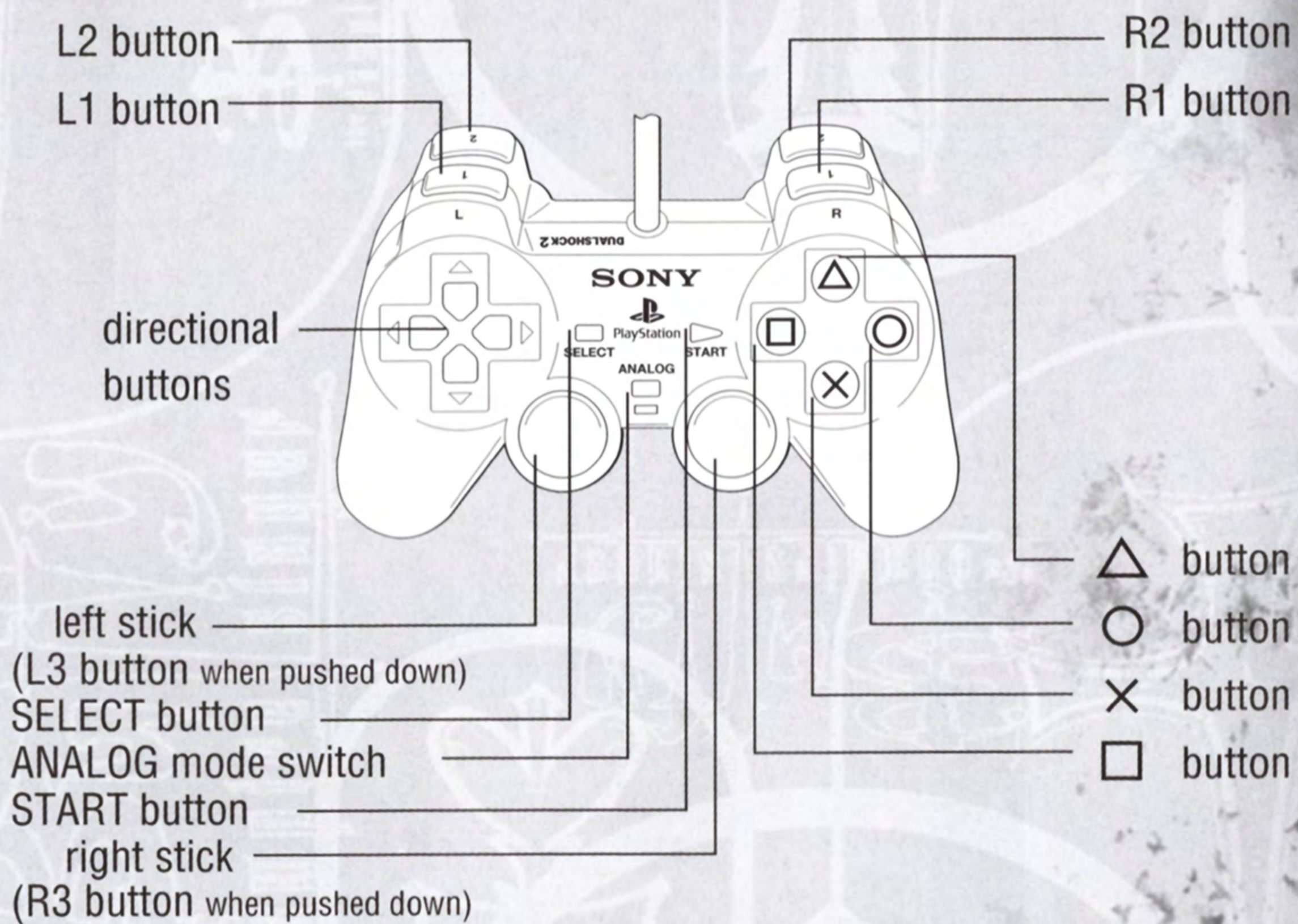
Buffy The Vampire Slayer: Chaos Bleeds™ lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch or remove or insert a memory card (8MB) (for PlayStation®2) or Controllers while saving or loading games. Doing so could damage the game data.

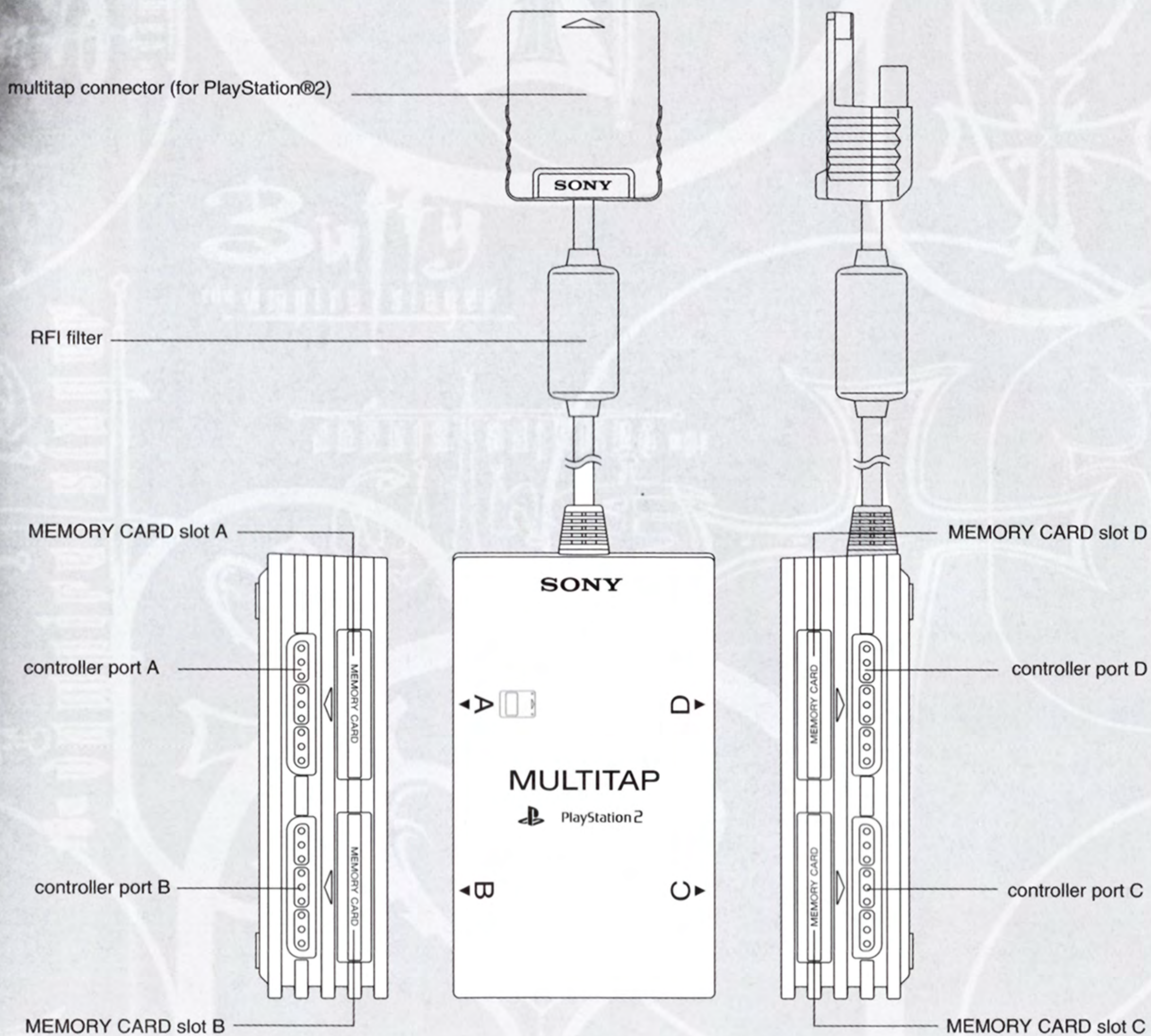


STARTING UP

DUALSHOCK 2 CONTROLLER CONFIGURATIONS



Using Multitap (for PlayStation®2)



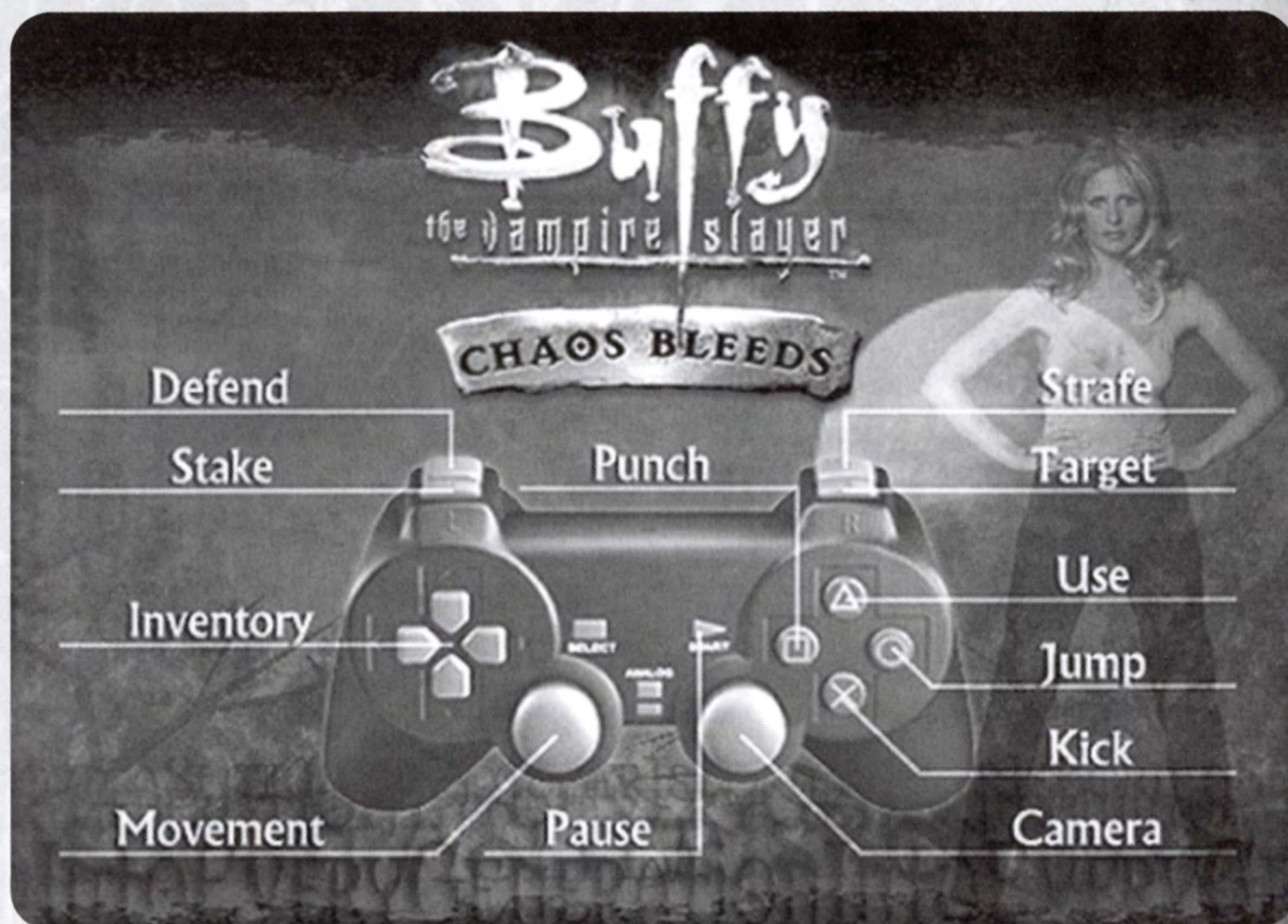
INTRODUCTION

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

Use the diagram below to help you get acquainted with the Controller configuration. For more explanation of how to use the Controller, turn to page 6.





CONTROLLER REFERENCE

- L1 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.
- L2 button • Defend** Character blocks the opponent's attacks.
- R1 button • Target Mode** This works only with long-range weapons such as the crossbow.
- R2 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 R2 button. This must be used with long-range weapons such as the crossbow to shoot from the hip.
- R3 button • Camera Center** Auto-centers the camera.
- Directional buttons • Inventory** Press the left and right directional buttons to scroll through the inventory; when the desired item is visible in the inventory, press the up directional button to use that item. Press the down directional button to put away a weapon or an item currently in hand.
- START button • Pause** Pauses the game.
- Right analog stick • Camera** Controls the movement of the camera. Rotates the camera to reposition it behind you.
- Left analog stick • Move** Moves the character.
- ⊗ button • Kick**
- button • Jump**
- button • Punch/Fire** When a long-range weapon is equipped, press this button to fire projectiles.
- △ button • Action** Use to open doors and pick up items.
- R2 button + △ button • Action** Throw a stake at your enemy.
- R2 button + ○ button • Action** Hop/Evade move to jump into and out of hand-to-hand combat.
- + ⊗ buttons • Action** Grab and throw an opponent.



MENUS AND INTERFACE SYSTEM



- Main Menu** – To navigate the menu system, use the directional buttons to highlight the various menu items. Press the **X** button to activate the currently highlighted menu item, or press the **△** 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 (with the use of Multitap).
- Options** – Adjust the following options:
- Turn Controller Vibration 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 Widescreen on/off
 - Turn the Subtitles 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

Saving a Game

In order to save your progress, you need a memory card (8MB) (for PlayStation®2).

- Select the New Game option from the Main Menu.
- You must use MEMORY CARD slot 1 to store your saved game.
- Press the up or down directional buttons to select one of the three available save game files you wish to save your game to, and press the **X** 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 (8MB) (for PlayStation®2), but do activate a temporary respawn point. In the event that you fail the mission beyond the continue point, 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 **X** 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 (8MB) (for PlayStation®2).

- Select the Load Game option from the Main Menu.
- Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 to load a saved game from it. Highlight your choice and press the **X** button.
- You can return to the previous screen by pressing the **△** button.



IN-GAME PAUSE MENU



Press the **START** button 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** – Selecting this will exit the current game and take you back to the Main Menu.

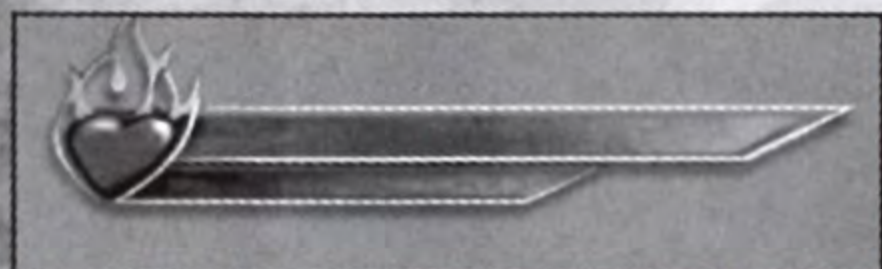
To cycle through the menu text, press the up or down directional buttons or press up or down on the left analog stick.

Press the **ⓧ** button to confirm your selection.





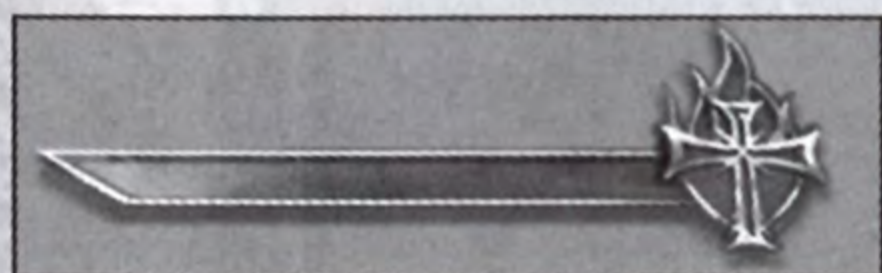
HEADS-UP DISPLAY (HUD)



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 left or right directional buttons and highlighting the Objectives book icon. Press the up directional button 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 up directional button 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 up directional button 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 unlikeliest 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.



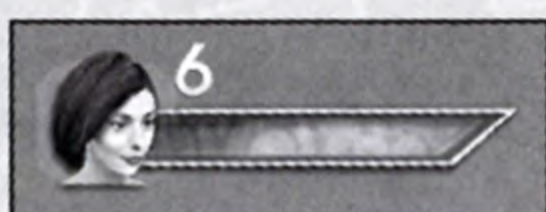
MULTIPLAYER MODE



Character Select Screen

To choose a character in multiplayer mode, scroll through the available characters using the left analog stick or the left and right directional buttons on the controller. Press the **X** button to confirm your selection. To exit the menu, press the **△** 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 opponent's.



Points Swap – collecting this pick-up will randomly swap your points with one of your opponents.



Chosen One – collecting this pick-up starts a countdown. Whoever is the Chosen One at the end dies. You can pass this on to 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 R2 button, and hit the  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 R1 button and hitting the  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.

Throwable 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 up to 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 5 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 both is 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...



SUPP⊕RTING 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

Escapees 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-worshipping 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 . . .



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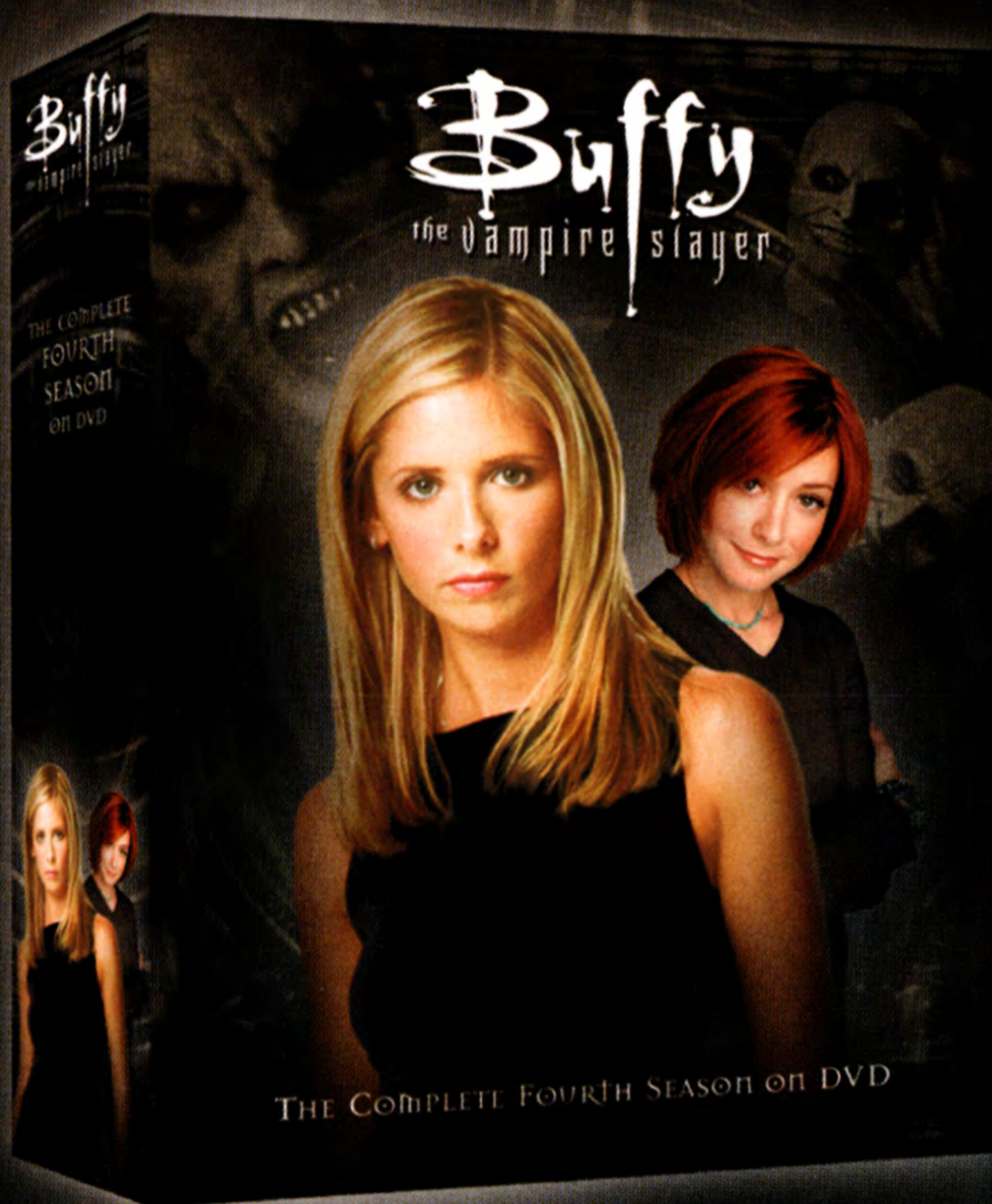
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