Buffy the Vampire Slayer: Wrath of the Darkhul King Walkthrough

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by tnewebmaster
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T. ABOUT BUFFY

This story takes place about half-way through the 4th Season of Buffy: The Vampire Slayer TV Series, just after the defeat of The Gentlemen. If you want a little info on the Slayer legend itself, it goes something like this. Into each generation there is a Chosen One. She alone must stand against the Vampires, Demons, and the forces of darkness. She is the Slayer. This was the Season 1 and Season 2 opening for Buffy. Although there is only supposed to be one, there are 2 Slayers because Buffy died at the hands of the Master. She died by drowning but was revived. Kendra was called, but killed by Drusilla. Faith was called. She went serial killer, but has since reformed. That just about sums up the Slayer legend. As for the enemies in this game, there is Adam who is Mechanically Enhanced Human Demonoid. Basically a bunch of fleshy scraps sewed together with a computer inside. The Gentlemen (if you haven't seen HUSH, you must) are Fairy Tale monsters that came to Sunnydale, stole everyone's voices and began collecting human hearts. The Darkhul King... was never in Buffy... Well, I think I've informed you of everything you need to know, but if you need anything more, e-mail me.

II. The Walkthrough

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.

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, actvate a switch. Go back down, jump on the crubling 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.

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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.

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 platforn to end the level.

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.

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...

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@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@### 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).

another Baruk and a Darkhul. Leap over a spike pit, kill a Baruk, leap again, take out a Darkhul, and leap for a Red Heart. Take 2 crumbling platform over a spike pit, jump on a cylindrical bulliten board to a door frame where you must kill another Darkhul, then punch the window to get the Baruk to come out to play. Inside, take out 2 Vamps and jump over a fire extinguisher going crazy. Break the boarded up areas of the walls if you need more stakes. Saving the civilian at the end of the hall ends the level.

Stake a Vamp and a crouch to kick a snake, a rat, and another Vamp. Go down the ladder. Kick or punch the vampire at the bottom of the ladder onto the spikes there. Go to the far right and perform a running double jump to the bars going left. As you are going across the bars, don't go down because the two platforms there crumble. Go to the ladder and press the switch when you get there. Then use the ladder to get an Axe at the bottom of the ladder. Kill a vampire and continue back right. Swim across and go down to stake another two vampires. Use the ladder to go down another level and there will be three or four vamps here. I ran out of stakes myself, but if you have enough, more power to you. Hit the switch down here and a lose patch of ground will... explode? Don't ask. And the gate blocking a civilian will come up. Get over to the arrow. Kill a vampire, do a running jump over some spike, kill 2 more vamps, and crawl under a rock formation. Throw some Holy Water at the vampire that's waiting on the other side of the spikes, and then jump over. Run Jump up to some bars and go right over some more spikes. Take Out a vamp, a snake, and 2 rats when you go down about a half a level. Move right until you reach a female vampire on a very small ledge. Jump Kick and you should be able to hit her until she falls. If you really want to jump up to the left, there is a Red Heart and a barrel so you can pick up some extra stakes and refill your life meter. Pick up as much stuff as you can in the short bonus round, because the next round will be the boss battle.

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Probably the worst big-bad that Buffy had, Adam is a Mechanically Enhanced

Human Demonoid with some serious mental issues. Stand back and use your saved up arsenal of household devices and weapon combos to defeat him. Don't get too close because his punch takes out a little less than half your life. My final advice would be to stay low because you can avoid his missiles and guns. After you beat him a bunch of rocks will fall on him... cause unknown... OK Actually one FINAL advice. I noticed that the best weapon combo to use on Adam is the Crossbow/Large Holy Water.

xiii. Back to the Industrial Park There are many collapsing bridges throughout this level, so be careful. Go across one of these badly built bridges, and jump on top of the wood pile. Defeat a demon here by kicking it in the head. You shouldn't take any damage. Smash the barrel to find a Crossbow. Defeat a Baruk Demon. Smash a crate to to find a dagger. Run across a bridge. Another lizard creature. I recommend fast punches to keep it from slashing you. Another Baruk Demon. For the Baruks I suggest using Special Kick. DON'T BREAK THE NEXT CRATE. You will need it to jump up and rescue the civilian. If you rescue him, you will more than likely pick up the talisman which will give you more Life Energy in the next level. Smash the next 2 creates to find a Small Battery and a Dagger. You can smash the next crate at the end of the bridge after you have gotten blue heart to the crate's right. Inside you will find a dagger. This Baruk demon you can simply kick or punch into the fissure. Defeat a final lizard

demon and a final Baruk Demon. Finish the level by entering a cave.

If you followed my instructions and got the talisman, the annoying faced conversation between the members of the Scooby Gang was about her finding it. In this level, her Life Energy will be slightly higher than before. This level is the beginning of the end of the game, so it will get proportionally more difficult as we continue. You will have to perform a running jump over the spikes that come up when you get close to them and time it so no stalagtites fall on you. Destroy a lizard demon and make another timed jump over some spikes. Climb the falling platforms to get a blue heart and then fall. Defeat a Baruk Demon, jump over some spikes, and break down a... giant spider web? I'm done asking questions about this weird game. Jump over to a platform with a switch on the far left. Start back going right 1 level down. Crawl through the tight opening and break down another spider web and a rock wall. Fall another level down, break down another spider web and destroy a lizard demon. Push the rock at the end of the path down on to the ledge. Use it as a stool to Jump Kick the big stalagtite down to open the path to below. Jump to the middle platform, get the blue heart on the right, then jump up to the platforms on the right, then the crumbling ones going back to the right. When you get to the farthest left platform, be sure to watch out for the stalagtites falling. Go to the arrow. In the next area, jump over the spikes and fall into the water. Swim across, kill a demon, jump over some water, then a fissure, and you'll reach the end of the path. Jump up, then jump up again to get a Large Holy Water after killing a Baruk Demon. Get to the torch and go back. To get an extra life, fall through the crumbling part of the

crawlspace. Go to the left and fall on a platform. Quickly jump to get the Life. Go back around the way you came before and then go to the platform in the middle of the room that you jumped to the Holy Water from. Use this platform to jump up to the upper left. Kill 2 Baruk Demons. Time your jump here to get passed the falling stalagtites. Fall down, get the Laser Rifle. Crawl through the space, go over the crumbling platform and get up to hit the switch as quickly as you can. It will open the path to the Temple of Shadows. You will need to go all the way back around but the nice thing is, most of the demons on the path have already been killed. You should only run into 2 lizard demons. Enter the Temple of Shadows.

This is the hardest level of the game, but stick with it so you can see the end. Destroy a Baruk and a lizard Demon. Time going through the spikes. Knock the next lizard demon into the spikes. Time another jump under some spikes. Be sure to pick up another Glove of Myhnegon. Jump to some crumbling platforms and time ANOTHER jump under some more spikes, and then kill a Baruk Demon there. Hit the switch to open the gate. Go up the ladder and jump left. Time walking on the moving platforms and get across to the switch. Go back to the left and go the other way. When you get to where the gate opened, jump up onto the platform and do a running jump to the top level. Get the blue hearts and go back to get a Large Battery under from the lower level. Jump over the platforms to the ladder on the top level. Break down the rock wall. Go under the spikes. Climb the ladder and go to the left and get another Glove of Myhnegon. Go back and go to the arrow. Run up hill and jump over the spikes. Go over the rocks. Jump over and just follow the path down avoiding the rocks and the spikes. Jump up and break down the rock wall. Climb up a ladder and go around. Kill the demons that block your path. Right after you go down, go to the left and move the crate here to get a blue heart.

Go to the right and find the ladder going up. Time your way past the spikes. Now it's time to play the most annoying game of Tic-Tac-Toe ever. If it was like mine, you have the middle, and he has the lower middle. Take the right middle and he will block on the left middle. Then go to the upper right and he will block either in the lower left or the lower right. Take the one that he didn't block and you've won. When you win the game, the gate will open.

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@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@###@@@### This is the last battle of the game, so go crazy with combos. Use the Glove of Myhnegon Combination as much as you can, then Flamethrower/Torch. Use whatever items you have because this is it. There is no reason to save them beyond this. After you finish using the Gloves, I highly recommend HOLY WATER and BATTERIES and THROWING AXES. This items take out the most energy from him. In order to survive long enough to throw items at him, you should run to the far right by Riley because the ground quakes won't affect you on the elevated ground. Throw the Holy Water and Batteries from there. Good Luck and I hope you had fun playing...

BUFFY: THE VAMPIRE SLAYER - WRATH OF THE DARKHUL KING.

III. Moves

- [RUNNING JUMP] *-*

To perform a Running Jump, press <-- or --> twice then [R] while runnning.

- [JUMP KICK] *-*

Press [R] and while in mid-air, press (B).

- [SPECIAL KICK] *-*

Press (A) twice quickly and then (B) to kick and there will be some pink stuff around Buffy when she kicks

- [SPECIAL PUNCH] *-*

Just the inverse of the Special Kick, Press (B) twice and then (A) once to punch twice with more energy.

IV. Items & Weapons

BLUE HEART - Restores some health. RED HEART - Restores all health. TALISMAN - Extends maximum possible health for Buffy. Found in Level 13 *-* [WEAPONS] *-* ______ NOTE: Listed are a description of what each of the weapons does, and which of other weapons it is possible to combine together with. To use combos, press select when the given weapon is equipped. If you don't want to use this chart every time, the one you select and its given combo is marked with a check on the inventory screen when equipped. ______ HANDS AND FEET......The most common 'weapon' a Slayer uses. Punches and Kicks from a Slayer kills demons. NO COMBINATION STAKE......The most common actual weapon of the Slayer. Made of wood. When put through the heart of the Vampire, they turn to dust. NO COMBINATION MOP.....Hit things. COMBINATION: SMALL HOLY WATER DAGGER.....Behead and stab things. COMBINATION: TORCH AXE.....Only thrown. Slay anything with a few of these. COMBINATION: TORCH FLAMETHROWER......Shoot lots of fire nothing can handle. COMBINATION: TORCH BAT.....Hit things. COMBINATION: CROSS CROSSBOW......Shoot things with wooden arrows. Slays and inflicts significant damage. COMBINATION: LARGE HOLY WATER LASER RIFLE.....Shoot stuff with blasts of energy. COMBINATION: LARGE BATTERY

GLOVE OF MYHNEGON....I'm opposed to this being used considering there was only

1 and it was destroyed in episode 7 of Season 3 called

Revelations when the evil Gwendeline Post came to

Sunnydale, claiming to be Faith's new Watcher. It really was a good episode... but, anyway, it shoots powerful blasts of lightning (and according to the show, can't be removed, and the word to activate it is Taream, or Tariem. (I'm a dork, I know).

COMBINATION: SMALL BATTERY

CROSS......Used to ward all vampires on the screen. I find that this technique is best applied when you are out of stakes and need to make a run for it.

COMBINATION: BAT

SMALL HOLY WATER....Use 2 of them to dust a vampire. Also works on demons.

COMBINATION: MOP

LARGE HOLY WATER.....Use 1 to dust a vampire. Also works on demons.

COMBINATION: CROSSBOW

LARGE BATTERY......Electrocute Stuff.

COMBINATION: LASER RIFLE

SMALL BATTERY......Electrocute Stuff.

COMBINATION: GLOVE OF MYHNEGON

V. FAQ - Got a BUFFY question? Send it to me!

- Q: Where can I find a copy of Buffy: The Vampire Slayer: The Wrath of the Darkul King
- A: I found my copy at Toys R' Us (The Milwaukee Store by the former North Ridge Shopping Mall). It was only \$20, and I noticed it was a steal considering copies online sell for as much as \$50. Look around and I'm sure you can find a cheap one.
- Q: Why does Buffy ditch whatever she's doing to go back and talk to her friends who have been given bad, stereotypical lines?
- A: I DON'T KNOW.

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