Troubleshooting

22 Support Information
Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.
Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.

- You can use a Classic Controller™ instead of a Classic Controller Pro™ (sold separately).
- Only one Wii U GamePad controller can be used.
- A Wii Remote™ Plus controller can be used instead of a Wii Remote controller (sold separately).
- A Wii Remote™ Plus controller can be used instead of a Wii Remote controller (sold separately).

Pairing Controllers

From the HOME Menu, select Controller Settings to display the screen shown to the right. Select Pair, and then follow the on-screen instructions to pair the controller.

Information about Audio Output

This game supports 5.1-channel linear PCM surround sound. In order to experience surround sound, select 🎧 (System Settings) from the Wii U Menu, choose the TV item, and then change the audio-output type to Surround.
Connecting your system to the Internet lets you enjoy the following features:

- Posting to Miiverse™
- Online Cooperative Play

See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet. Once you have all the required equipment, select Internet from (System Settings) in the Wii U Menu to configure an Internet connection.

You will need to have connected to the Internet and set up Miiverse beforehand.

For more about Miiverse, see the Miiverse section of the Wii U Electronic Manual. The Wii U Electronic Manual can be displayed by pressing 🎮 in the Wii U Menu and then selecting 🎮 in the HOME Menu.
Note to Parents and Guardians

You can restrict use of the following features by selecting 🎮 (Parental Controls) from the Wii U Menu.

<table>
<thead>
<tr>
<th>Item</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miiverse</td>
<td>Selecting <strong>Restrict Posting</strong> lets you restrict the posting of screenshots, text, and handwritten content. Selecting <strong>Restrict Viewing and Posting</strong> lets you restrict all posting and viewing of Miiverse content.</td>
</tr>
<tr>
<td>Online Interaction in Games</td>
<td>Restricts communication features (online cooperative play).</td>
</tr>
<tr>
<td>Friend Registration</td>
<td>Restricts friend registration.</td>
</tr>
</tbody>
</table>

◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.
Press any button on the Title Screen to display the file-selection screen. When you create a file, the Title Menu will be displayed.

◆ You can resume a game by selecting a file that has already been created.

<table>
<thead>
<tr>
<th>Story</th>
<th>Play the game's storyline ▶️12 ◀️</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tag Climax</td>
<td>Play with a friend in cooperation mode ▶️20 ◀️</td>
</tr>
<tr>
<td>Umbran Tears of Blood</td>
<td>View your collection of Umbran Tears of Blood ▶️18 ◀️</td>
</tr>
<tr>
<td>???</td>
<td>These options will unlock after fulfilling certain criteria.</td>
</tr>
<tr>
<td>Options</td>
<td>Adjust multiple game options, including controller, camera, sound, and display settings.</td>
</tr>
</tbody>
</table>

Menu Controls

<table>
<thead>
<tr>
<th>Item Selection</th>
<th>▼▼/▲▲</th>
</tr>
</thead>
<tbody>
<tr>
<td>Confirm</td>
<td>□□</td>
</tr>
<tr>
<td>Cancel</td>
<td>◁ ◁</td>
</tr>
</tbody>
</table>

◆ When using the touch screen on the Wii U GamePad controller, tap an item to confirm it. Tap ● ● to cancel.
6 Saving Your Game

Your progress will automatically save during gameplay, including after completing a Story chapter, clearing an in-chapter Verse, or finishing a round in Tag Climax.

Copying and Erasing Save Data

Press ⑦ on the Select Game Screen to copy save data. Press ⑧ to erase it.

◆ Erased data cannot be recovered, so please be careful.
Vitality Gauge
Depleted when you take damage from enemies.

Magic Gauge
Magic power is required to execute magic techniques. The Magic Gauge fills when you defeat enemies consecutively or activate Witch Time.

Dropped-Weapons Gauge
Displayed when you pick up an enemy's dropped weapon. The gauge will be depleted when you attack enemies. When empty, the dropped weapon will break.

Items shortcut
Press either ±, +, or − to display the item shortcut.

Verse
Shows the current battle number within a chapter.

Halos
Shows your halo count.
**Combo counter**

Displayed while you are executing a combo. Here, you'll be able to view total points as well as the points received from attacks delivered during the combo.

**Enemy's vitality gauge**

Displayed when you encounter a particularly strong enemy.

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**Pause Menu**

This will display when you press 🔄. Here you can adjust multiple in-game options, post to Miiverse, and return to the Chapter Select screen 🔄 or Title Screen.
Basic Actions

Actions can be performed with the controller's buttons or with touch controls.

◆ Please note, the controls below only apply when set to type A in the Options menu.

Move

Button Controls

Touch Controls

Move

Tap and hold in a direction to move

Jump

Double-tap

You can perform an extra-high jump with either a long press of ⑧ or by holding down the second tap of a double tap of the screen. You can perform an additional jump in midair by pressing ⑧ or tapping the screen.

Fall slowly (midair)

Press and hold ⑧  
Tap continuously
Evade

When using button controls, press \( \text{RT} \) to evade backward or press \( \text{L} + \text{RT} \) to evade in a particular direction.

Witch Time

This will activate if you narrowly dodge an enemy attack. For a short while, time and enemies around you will slow down.

Other Actions

The option to press \( \text{Y} \) will appear when there is a unique action you can perform at the time.

Shoot

Perform a basic shooting attack.

\( \text{Y} \): You cannot fire a shot if you are carrying a dropped weapon.
Interact (open, pick up, examine, etc.)

These actions are performed when you are near something such as a sign, a door, or a weapon that an enemy has dropped.

- Release dropped weapons you are holding with ◆. If using a Classic Controller Pro or touch controls, it’s not possible to drop a weapon.

Use dropped weapon

Tap the target you want to attack
# Attack Actions

## Attack

### Button Controls

![Button Controls](image)

### Touch Controls

![Touch Controls](image)

#### Punch

- **Button Controls:** [X]
- **Touch Controls:** [△]
- **Action:** Tap the target you want to attack

An attack using the weapon(s) equipped to your hands.

#### Kick

- **Button Controls:** [A]
- **Touch Controls:** [△]
- **Action:** Tap the target you want to attack

An attack using the weapon(s) equipped to your feet.

#### Gun Attack

- **Action:** Hold [X] or [△]
- **Touch Controls:** [△]
- **Action:** Tap and hold the target you want to attack

Perform a gun attack with the weapon(s) equipped to your hands or feet.

- Depending on the weapon you're holding, you may perform an attack unique to the weapon rather than a gun attack.
<table>
<thead>
<tr>
<th>Lock on</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold 🎁</td>
</tr>
</tbody>
</table>

While holding the button, you will automatically lock on to a nearby enemy.

<table>
<thead>
<tr>
<th>Taunt</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ / Hold +</td>
</tr>
</tbody>
</table>

Nearby enemies will become enraged, refilling your Magic Gauge.

### Attacking with Button Controls

Combine and press ❌ and ✅ to unleash various combo attacks. Each combination causes a different attack.

- You can view combos by pressing ❌ while equipping weapons on the subscreen 🔄.

### Attacking with Touch Controls

Tap an enemy to display the purple attack timer. Combos will automatically execute before the timer runs out.
Using Weapons and Items

Press ◀, ▶, or ▼ to display item shortcuts. When using touch controls, an icon for changing weapons will also be displayed.

**Button Controls**

**Touch Controls**

### Use item

- **Press and hold ◀, ▶, or ▼**
- **Tap and hold on the item you want to use**

Use an item equipped to the item shortcuts.
- ◆ Items are equipped in Items on the subscreen.

### Change weapons

- **Tap ▼ ▼ ▼**

Switch your equipped weapons between sets A and B.
- ◆ Weapons are equipped in the Weapons menu on the subscreen.
**Controlling the Camera**

### Camera controls

- **Tap the arrow icon**
  Touch the edge of the screen to display an arrow icon like the one shown to the right.

### Reset camera

- ![Reset camera icon](image)
  - This cannot be controlled using the Classic Controller Pro.

### Switch camera

- **Hold**
  - This cannot be controlled using the Classic Controller Pro.
Display the Pause Menu / Display the Subscreen

Display the Pause Menu

Tap the edge of the touch screen to display the icon.

Display the subscreen

Tap the edge of the touch screen to display the icon.
You can attack your enemies with a variety of magical techniques, ranging from beast transformations to demon summoning.

**Panther Within**

While moving, press  to twice quickly to turn into a swiftly moving black panther.

◆ When using touch controls, slide quickly and hold to activate.

**Wicked Weave**

After performing certain combos you'll finish with the Infernal Demon Summoning attack.

**Umbran Climax**

When the Magic Gauge has filled to a certain degree, press  to unleash the Umbran Climax. Powerful, demon-summoning attacks are performed every time you press  or .
**Torture Attack**

When the Magic Gauge reaches a certain level, press \(\Box + \triangleleft\) near an enemy to summon a torture device that will inflict massive amounts of damage.

- The method of torture will differ, depending on the enemy.
- Some enemies will drop weapons when defeated with torture attacks.

**Climax**

When you've defeated an especially large enemy, press \(\Box\) and \(\triangleleft\) together to deliver the finishing blow, and then follow the on-screen prompts to boost your bonus.

Wicked Weaves, Umbran Climaxes, Torture Attacks, and Infernal Demon Summons can also be executed by tapping the relevant icon when it's displayed on the touch screen.
The first time you select Story Mode, you will be asked to select a difficulty level and the game will begin. Once you already have a saved game you can select from the following options:

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continue</td>
<td>Continue the game from your last save point.</td>
</tr>
<tr>
<td>Chapter Select</td>
<td>Start from the beginning of a selected chapter.</td>
</tr>
</tbody>
</table>

◆ If you restart a game with Chapter Select, your last checkpoint data will be overwritten.

**Chapter Select**

Select a chapter with 😊 or 🎨. Press A to display the Chapter Select menu.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shop</td>
<td>Visit the shop 🟢 15 to buy weapons and items.</td>
</tr>
<tr>
<td></td>
<td>◆ This becomes available after progressing in the story.</td>
</tr>
<tr>
<td>Start</td>
<td>Start the selected chapter.</td>
</tr>
<tr>
<td>Menu</td>
<td>Make adjustments, such as difficulty level or character settings.</td>
</tr>
</tbody>
</table>
Progressing through Chapters

Chapters are subdivided into Verses. Fight enemies in each Verse to progress.

Battling Enemies

Use combos and magic techniques to inflict as much damage as possible.

Dodge Offset

If you evade with عاطف while holding utow in the midst of a combo, you’ll be able to continue the combo afterward.

Combo Points

You can earn Combo Points by attacking enemies. The more hits you land successfully, the more points you earn. When the combo finishes, the points will be converted to halos.

Chapter Result

After completing a chapter, your score and trophy will be displayed on the chapter-result screen. The trophy awarded is determined by the average of the medals earned from the Verses.

Uncleared Verses will by default not be awarded any rating.
Game Over

When the vitality gauge runs out, it will be game over. Select Yes on the continue screen to restart the game from the last save point. If you select No, you'll return to the Chapter Select screen.
There are a few other things you can do in a chapter:

**Umbran Crows**

If you come across an Umbran Crow, get close and press ☑ to grab it. You'll get a stamp to use on Miiverse for each crow you catch.

**Umbran Resting Places**

Break open Umbran Resting Places (witch's coffins) to get the valuable items from inside.

- Transparent coffins can't be broken until certain conditions are met to restore them.

**Muspelheim**

If you enter Muspelheim and win battles with the conditions specified, you'll get useful items, such as Broken Moon Pearls or Broken Witch Hearts.

**Getting New Weapons**

When you find records called Angelic Hymns ☀16, take them to the shop and trade them for a new weapon.
You can enter the shop by either selecting Shop on the Chapter Select or going through one of the portals found within chapters. You can purchase items, such as weapons, items, and accessories, at the shop.

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapons</td>
<td>Purchase weapons.</td>
</tr>
<tr>
<td>Accessories</td>
<td>Purchase accessories.</td>
</tr>
<tr>
<td>Items</td>
<td>Purchase consumables, such as restore items.</td>
</tr>
<tr>
<td>Techniques</td>
<td>Purchase techniques here to increase your repertoire of attacks and maneuvers.</td>
</tr>
<tr>
<td>Rodin's Treasures</td>
<td>These special items become available for purchase once special in-game milestones are reached.</td>
</tr>
</tbody>
</table>
You can get items by defeating enemies, destroying vases and barrels, etc.

- You’ll see some explanatory text the first time you acquire each item.
- For some items, pressing - after picking it up will explain its effect.
- These are just a few of the items you’ll come across. There are many more to find.

### Items That Increase Halo Count

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Halo</td>
<td>The life force of angels crystallized into a rare metal. Used as currency in the underworld.</td>
</tr>
<tr>
<td>Orb</td>
<td>The spirit of a demon calcified into an iridescent metal. Carries exactly the same monetary value as halos.</td>
</tr>
</tbody>
</table>

### Immediate-Effect Items

<table>
<thead>
<tr>
<th>Item</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green Laurel (small)</td>
<td>Replenishes a little of your vitality.</td>
</tr>
<tr>
<td>Purple Butterfly (small)</td>
<td>Restores four orbs of magic power.</td>
</tr>
</tbody>
</table>
Items You Can Equip to the Item Shortcuts

- Green Herb Lollipop
  Replenishes a set amount of vitality.

- Purple Magic Lollipop
  Restores four orbs of magic power.

Items that Permanently Increase Bayonetta's Abilities

- Broken Witch Heart
  Collect four of these to create a Witch Heart. This will increase Bayonetta's maximum vitality.

- Broken Moon Pearl
  Collect two of these to create a Moon Pearl. This will increase Bayonetta's maximum magic capacity.
Other Items

**Angelic Hymns Gold LPs**
These can be traded for weapons in the shop.

**The Journal's Echoes**
Collect and read these notes to deepen your understanding of the story.

---

**Ingredients**

Mandragora Root (lund), Unicorn Horn (kyp), and Baked Gecko (kyp) are used for Concocting +18 new items.
Press ToDevice to display the subscreen. Here, you can use items and change equipment. Flip the pages of the subscreen with ToDevice/ToDevice.

◆ For more on touch controls, see ToDevice.

Weapons

Equip weapons to your hands and feet. If you configure the A and B weapon sets, you can quickly switch weaponry during battle.

◆ Press ToDevice to display the list of combos for your weapon set.
◆ If you’re wearing an Umbran Elegance (perfume) that complements your weapon, press ToDevice to change into a special matching costume.

Equipping Weapons

1 Select where to equip a weapon.
2 Select the weapon to equip.
◆ Some weapons can only be equipped to certain locations.

Accessories

There are several accessories with various effects. One accessory can be equipped to each arm.
Special Accessories

If you start a game on 1st Climax difficulty, you will have the Immortal Marionette equipped to your waist. You will be able to execute combos and evade enemy attacks just by rapidly pressing ⑧/①.

◆ The Immortal Marionette is the only accessory that equips to the waist.
Items

Here you can use items or equip them to shortcuts. You can also create items by mixing ingredients.

Equipping Items

1. Position the cursor over the item, press A, and then select Equip.
2. Choose between ܚ, ܙ, and ܚ for the location you want to equip.
   ◆ Items equipped to shortcuts can be quickly accessed during battle.

Creating Items

1. Select Witch Recipes.
2. Select a recipe, and then use ܨ or ܨ to stir it up in the cauldron and create your new item.
   ◆ When you create an item, the ingredients are consumed.
Here you can browse various documents that you've collected.

<table>
<thead>
<tr>
<th>Angelic Hymns</th>
<th>Browse your collection of Angelic Hymns.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Muspelheim</td>
<td>View your game progress for Muspelheim.</td>
</tr>
<tr>
<td>The Hierarchy of Laguna</td>
<td>View the details and pictures of angels you've encountered.</td>
</tr>
<tr>
<td>Lemegeton’s Guidebook</td>
<td>View the details and pictures of demons you've encountered.</td>
</tr>
<tr>
<td>Infernal Demons</td>
<td>View the details and pictures of Infernal Demons you've summoned.</td>
</tr>
<tr>
<td>Journal's Echoes</td>
<td>View the Journal's Echoes you've collected.</td>
</tr>
<tr>
<td>Umbran Tears of Blood: Bewitchments</td>
<td>Inspect the bewitchments you've acquired.</td>
</tr>
<tr>
<td></td>
<td>You acquire bewitchments by fulfilling certain conditions in the game.</td>
</tr>
<tr>
<td>Umbran Tears of Blood: Crows Captured</td>
<td>See how many Umbran Crows you've captured.</td>
</tr>
</tbody>
</table>
You can post screenshots and messages to Miiverse during chapters.

**How to Post**

1. Press \( + \) to display the Pause Menu.
2. Select Post to Miiverse.
3. You can post with text (\( T \)) or make handwritten posts (\( W \)).
   - Stamps can only be used with handwritten messages.
4. Select Send.
In Tag Climax, you can cooperatively fight with another player through six battles. After each battle, the winner will receive a reward based on the amount of halos that you wagered beforehand.

◆ All battle actions in Tag Climax are performed using buttons. Touch controls are not supported.

| Quick Match | You will automatically be matched with other players, or you will send a cooperation request and battle alongside them.  
            | After you are finished, you can send a friend request. |
|-------------|--------------------------------------------------------|
| Find Partner| If you select players from a list of other players and friends, you can cooperate with them in battle.  
             | After you are finished, you can send a friend request. |
| With CPU    | While waiting for co-op play requests from other players, fight with the CPU.  
             | If you receive a Quick Match or Find Partner co-op request during play, you can open the menu with to accept.  
             | There are also cases when you will receive co-op requests during Story Mode gameplay. |
Select a Verse Card and Fight

The player who can make a selection will select a Verse Card (enemies to fight). Move \( \downarrow \) on \( \bigcirc/\bigtriangledown \) to decide on the number of halos to wager to begin the battle.

◆ To randomly select a Verse Card, tap the card with numbers written on it (\( \bigcirc \)) which is displayed on the left side of the touch screen.
◆ The more halos wagered, the stronger the enemies will be.

Game Over

Even if one person falls, the other person can get close and hold \( \bigtriangledown \) during the countdown to revive him or her. If both players fall, it will be game over.

◆ If you get game over, the halos you obtained by taking out enemies will be saved, but the halos you wagered and the bonus halos will be lost.

Winning the Battle

After battle, your performance will be evaluated. Of the two players, the player with the higher score will be able to select the next Verse Card.

◆ When playing With CPU mode, the player will always select the Verse Card.

Simultaneous Attacks

When two players are attacking the same enemy, the lock-on icon will change and the shared Magic Gauge will fill up. If the shared Magic Gauge fills up completely, it will unleash an Umbran Climax for both players.
Getting More Verse Cards

When you clear a chapter in Story Mode, you will receive Verse Cards for all-new enemies to defeat.
IMPORTANT

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Music Usage
◆ J.S. Bach (1685-1750) "St. Matthew Passion No.54 O Sacred Head, Now Wounded."
◆ Georg Friedrich Händel (1685-1759) "The Harmonious Blacksmith."
◆ Wolfgang Amadeus Mozart (1756-1791) "Die Zauberflöte, No.14 Area, Der Hölle Rache kocht in meinem Herzen."
◆ Julius Arnošt Vilém Fučík (1872-1916) "Entrance of the Gladiators."
◆ Gioachino Antonio Rossini (1792-1868) "William Tell Overture Finale."

"MOON RIVER"

Johnny Mercer, Henry Mancini
Administered by Sony/ATV Harmony.
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GAMEWARE

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[Vorbis]

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