

Bayonetta

1 Important Information

Setup

2 Controllers and Sound

3 Online Features

4 Parental Controls

Getting Started

5 Title Menu

6 Chapter Menu

7 Saving

Playing the Game

8 The Flow of Battle

9 Game Screen

10 Basic Controls

11 Attack Controls

12 Other Controls

13 Magical Techniques

Game Menu

14 Equip

15 Item and File

Weapons and Items

16 Weapons

17 Items

18 The Gates of Hell

Miiverse


19 Miiverse Features

Product Information

20 Copyright Information

21 Support Information


Thank you for selecting Bayonetta for Wii U™. This software is designed only for use with the European/Australian version of the Wii U console. Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the contents of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in  System Settings.

It is also possible to change the language of the subtitles and audio from within the game. (A Japanese language option is additionally available for these elements.) To do so, select **OPTIONS** from the Title Menu (or **OPTION** from the Chapter Submenu), then select **DISPLAY SETTINGS** and finally **AUDIO LANGUAGE** or **SUBTITLE LANGUAGE**.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):

www.censorship.govt.nz

The following controllers can be used with this software when they are paired with the console.

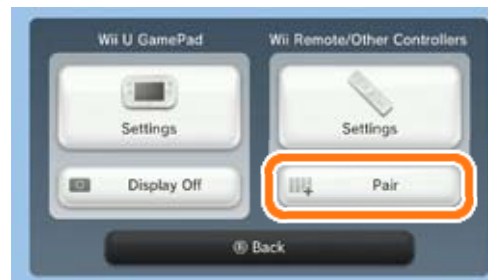


- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.
- ◆ A Classic Controller can be used instead of a Classic Controller Pro.

Pairing Controllers


Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR.

Follow the on-screen instructions to pair your controller.



Surround Sound


This software supports Linear PCM 5.1 surround sound.




To enable surround sound output, select the TV option in the  System Settings application, then set the sound type to SURROUND.


- ◆ To use surround sound with this software, please connect your Wii U console to supported audio equipment using a HDMI™ cable.
- ◆ For information on compatibility and settings, please consult the documentation for your audio equipment.

Connect to the internet to enjoy this feature:


Posting to Miiverse™





While playing the game, you can share your thoughts on Miiverse at any time by writing a text or handwritten post.  You can include a screenshot and one of several possible character illustrations.

- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of  System Settings.
- ◆ You must have an internet connection and set up the Miiverse software before using it.
- ◆ For more information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. To display the Wii U Electronic Manual, press  while on the Wii U Menu to go to the HOME Menu and then touch .

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts Miiverse features.
Miiverse	Restricts posting on Miiverse during the game or when clearing a Chapter. The Miiverse icon () will not be displayed on the Wii U GamePad. It is possible to restrict posting only, or to restrict both posting and viewing.

Use  or  to select menu items and press  to confirm your selection. Press  to cancel.




- ◆ You can also select menu items by touching the touch screen on the Wii U GamePad.



PLAY

Play the game.

NEW GAME	Select a difficulty level and then start playing the game from the beginning.
LOAD GAME	Continue playing from a point at which you saved the game.
CONTINUE	Continue playing from the last Checkpoint you reached. 

- ◆ Starting a new game or loading a saved game will overwrite your current CONTINUE data.



OPTIONS

Adjust options such as controller and camera settings.



EXTRA

Look at your current collection of Umbran Tears of Blood.

- ◆ Another menu option will be unlocked here when you progress through the game.





This is displayed at the start of each Chapter. Select START to play the Chapter.




The Gates of Hell

Visit the bar owned by Rodin, the famed demon-smith, and do some shopping. → 18

Save

Save your progress.

Submenu

Press  to display the Submenu.

Chapter Select

Select a Chapter you've already cleared and play it again.

Costume Change

Change Bayonetta's costume.

Difficulty

Change the difficulty setting.

Option

Adjust the game settings.

Return to Title
Screen

End the game and go back to the title screen.



You can choose to save your progress on the Chapter Menu. You can store up to 30 different save files.



- ◆ Deleted save data cannot be recovered. Please check very carefully before deleting any save data.

Auto-save

Each Chapter is divided into sections called Verses. When you clear a Verse, new Checkpoint data will be created automatically. Select CONTINUE from the Title Menu to continue from the last Checkpoint you reached.

- ◆ You can only have one Checkpoint saved at a time. Selecting CONTINUE will start from the most recently saved Checkpoint.
- ◆ There are certain Verses where Checkpoint data will not be created.



Armed with a set of four handguns, you must mow down the hordes of Angels by making effective use of Bullet Arts, a fighting technique involving both melee and ranged attacks.









Unleashing Combos

Unleash combo attacks on your enemies to earn Combo Points. Different kinds of attacks will earn you different amounts of Combo Points. The multiplier will increase as you chain more and more hits together.



Combo Icon Examples

	Punch
	Kick
	Gun attack
	Sword attack
	Torture Attack
	Chain of punches

Dodge Offset

If you are attacked while performing a combo, hold down one of the attack buttons (X or A) and press ZR to dodge. You can keep the combo going even after dodging.

When the combo ends, the points you earned will be calculated as Halos (currency). → 17

Unleashing the Witch's Power

In addition to melee and ranged attacks, you can use several magical techniques that Bayonetta has at her disposal. → 13 You can summon forth demons and torture devices, and even transform into a beast!



Clearing a Chapter

When you clear a Chapter, a score and Award will be displayed based on the results achieved in each Verse.



Medals	The medals you acquired when clearing each Verse.
Used Item	Shows the items you used and the number of times you reached Game Over (if any).
Total Score	Displays the number of Combo Points earned, the time taken to complete the Chapter and the amount of damage taken.
Award Bonus	Bonus Halos awarded based on factors like your results for each Verse, whether you used items or not, etc.
Award	A summation of all the results. The highest-ranked Award is Pure Platinum and the lowest rank is Stone.

Angel Attack

This bonus game can be played after clearing a Chapter.

Aim to shoot down the Angels! The points you earn can be exchanged for items and Halos.



The Witch Hunts Are Over...

When your vitality runs out, the game will end. Select YES to continue from the last Checkpoint



or NO to return to the Title Screen.







1 Vitality

Depletes when you take damage.

2 Magic Gauge




Fills up when you keep a combo going or use Witch Time.  10

◆ Fill this gauge up to a certain level and you can unleash a Torture Attack.  13

3 Dropped Weapon Gauge

Appears when you pick up a weapon dropped by an enemy. Using the weapon will deplete the gauge. When the gauge is empty, the weapon will disappear.

4 Item Slots 12

Press ,  or  to display these.

5 Verse

The section of the chapter you have currently progressed to.

6 Halos

The amount of currency you have collected.

7 Combo Counter

Displays during a combo. Shows the points earned for each attack as well as the current multiplier.

8 Enemy Vitality

Displayed when facing a particularly tough enemy.

Pause Menu

Press ⊕ to display the Pause Menu. Among other things, you can access the Options Menu to switch controllers or view a guide to the controls. You can also choose to return to the Chapter Menu.



You can use either button controls or touch controls.

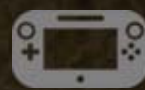


Moving

Button Controls



Touch Controls



Move



Touch the direction you want to move

Jump




Touch the touch screen twice in quick succession

To jump higher, hold the button or hold the stylus on the screen for longer. To perform a double jump, execute the jump controls again while at the highest point of your first jump.

Evade

ZR

Slide in the direction you want to evade

When using button controls, you can also dodge in a specific direction by pressing ZR while tilting .

Witch Time


This is triggered by evading an enemy's attack at the last possible moment.



While active, Bayonetta's enhanced senses will cause the rest of the world to move in slow motion, and allow her to move so fast that she can even run on the surface of water.



Situation-Specific Controls

Pressing  will perform different actions depending on the circumstances.

Shoot (usual function)

Y

-




Attack by firing Scarborough Fair.  16

◆ This attack does not deal a lot of damage, but it is always available even if Scarborough Fair is not equipped.

Check / Open / Pick Up (etc.)



The relevant command will be displayed when you approach a sign, a door, a weapon dropped by an enemy, etc.

◆ Press  or hold  to unequip a weapon you've picked up. Note that while using the Classic Controller Pro, this can only be performed by holding .

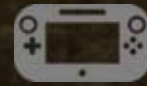


Attacking

Button Controls



Touch Controls



Punch



Touch the enemy

Attacks with the weapon equipped to your hands.

Kick



Touch the enemy

Attacks with the weapon equipped to your feet.

Shoot

Hold X or A

Touch and hold on your attack target

Shoots with the weapons equipped to your hands or feet.

- ◆ Depending on which weapon is equipped, this may activate a weapon charging technique rather than firing.

Lock-On

Hold 

-

While holding the button, you will automatically aim for nearby enemies.



Taunt




-

Angers nearby enemies but recovers your Magic Gauge in exchange.

Attacking Using Button Controls

By pressing  and  repeatedly in different combinations, you can put together all kinds of combo attacks.




◆ A list of combos can be found in the Tome of Umbran Arts.  [15](#)

Attacking Using Touch Controls


Touch an enemy once and you will keep attacking automatically. The attack will continue until the attack timer disappears.



Bullet Climax




Rotate  and then press  or  to stand in a stance that lets you fire in



all directions. Aim by rotating around using  and fire by repeatedly pressing the attack buttons.



Selecting Weapons and Items

Press ,  or , or touch the touch screen, to display the item slots.

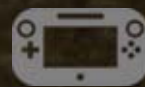
While using touch controls, the Change Weapon icon will also be displayed.



Button Controls



Touch Controls



Use Item

Hold ,  or 

Touch and hold on the item you want to use

This uses the item that is set to the respective item slot.

◆ Set up the item slots in the Item Menu. [15](#)

Change Weapon






Touch  / 

This switches the equipped weapons from Set A to Set B.

◆ Set up your equipped weapons in the Weapons Menu. [14](#)



Camera Controls

While using touch controls, touch the edges of the touch screen to display the , ,  and  icons.


Move Camera



Touch  (etc.)

Reset Camera

+ / Press 




Touch  (etc.)
twice in quick
succession

◆ While using a Classic Controller Pro, this can only be performed by pressing +.



Driving Vehicles

At certain points in the game, you will ride vehicles such as motorcycles. These can be controlled using motion controls.

◆ Press  (or , depending on the screen) to display a tutorial. Press  again to switch to button controls. For more information, please refer to the in-game tutorial.



Riding a Motorcycle



Tutorial





Consign the Angels to oblivion by summoning demons, and move in ways that normally aren't possible. Some magical techniques are obtained as you play through the game.

Wicked Weave

Channel demons

Bayonetta has made a pact with into her hair and use them to attack.





Activate this by performing certain combos.

Witch Walk

By drawing on the moonlight, Bayonetta can transcend gravity and walk up walls. Activate



this by jumping towards a wall, and press  while in mid-air to drop back down.

- ◆ This can only be performed in certain places.
- ◆ While using a Classic Controller Pro, hold  to drop back down.

Torture Attack

Summon a torture device and make the Angels suffer. To perform this move, your Magic Gauge must be filled up past a certain point. Get close to an enemy, then press **X** and **A** at the same time.



- ◆ Which torture device you summon will depend on the enemy.
- ◆ Certain enemies will drop weapons if you kill them using a Torture Attack.

Infernal Demons

A powerful technique available only when delivering the final blow to a particularly strong enemy. The demon shows off its immense power and deals a large amount of damage to the enemy.



The Beast Within

Transform into a beast and move like the wind. Activate this by pressing **ZR** twice in a row while moving. Stand still and the effect will disappear.



- ◆ While using touch controls, activate this by sliding and then holding the stylus on the touch screen.



Press \ominus to display the Game Menu. On this screen, use \square and \triangle to switch pages and \odot or \oplus to move left and right between menu options.

◆ Select EXIT to close the Game Menu and continue playing.



Weapons

Equip weapons to your hands and feet. You can prepare two different weapon set-ups (Set A



and Set B). Press \square or touch the icons on the touch screen to switch between these two sets during combat.

Equipping Weapons


- ① Select a weapon using \odot or \oplus , then press \odot .
 - ② The \odot on the left indicates your hands and the \odot on the right indicates your feet. Select where you would like to equip the selected weapon, then press \odot to confirm.
- ◆ Certain weapons can only be equipped to your hands or your feet.



Accessories

Many accessories are available which cause different effects. You can equip one accessory to each arm.



When playing on Easy difficulty or lower, an accessory called the Immortal Marionette is equipped on your hip, shown by another . You can choose to remove this item.

- ◆ Accessories other than the Immortal Marionette cannot be equipped on your hip.





Item

Here you can set up your item slots or use items directly.



Setting Up Item Slots

- ① Select an item using L \updownarrow or + , then press A .
- ② Select SET.
- ③ Select where you'd like to put the selected item out of the O icons representing + , + or + , then press A to confirm.








Concocting Compounds

By mixing together different compounds, you can create new items such as healing items.



The recipes are displayed on the left-hand page.

How to Concoct Compounds

- 1 Select a compound using   or .
- 2 Hold  to increase the amount of that compound that will be used.
- 3 When you select the right compounds, the items you can concoct will glow. After selecting all the compounds, rotate  to concoct the item.



File

Here you can browse various tomes full of information.

The Hierarchy of Laguna	Examine the angels you have encountered.
Infernal Demons	Examine the infernal demons you have summoned.
Antonio's Notebook	Examine gathered notes.
Tome of Umbran Arts	Examine the combos and techniques you can use.
Rarities	Examine gathered Umbran Tears of Blood and Angelic Hymns Gold LPs.



Use Weapons to fight against Angels. Note that the weapons described below are only a selection of those available in the game.

Scarborough Fair

Crafted by the famed demon-smith Rodin, these four guns have been crowned with the names Parsley, Sage, Rosemary, and Thyme.



Pushing Bayonetta's magic to its limits, these guns' rate of fire and stopping power are incredible.

Onyx Roses

Shotguns containing the souls of fairies known to collect the Onyx Roses that bloom only in Inferno.



Each shell fired from the guns contains the curse of the fairies' trapped souls.

修羅刃-Shuraba-

A living katana, pulsing with the heart of Asura, the demon god of war. Always seeking blood, the blade will even suck the very souls out of its victims.



Kulshedra

A possessed whip, sealing away the soul of the ancient serpentine demon Kulshedra. Summoning the power of the demon from a portal on the weapon's hilt, it can be used in the same manner as a normal whip.



Obtaining New Weapons

Visit the Gates of Hell [→ 18](#) while in possession of an Angelic Hymns Gold LP and Rodin will make a new weapon for you.





Item Drops

You can obtain these items during combat.



Halo

A rare metal taken from an angel's carapace. Used as a form of currency on the black market.



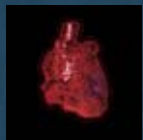
Green Laurel

A laurel-shaped gem that contains vital essence in crystallised form. Revives one's vitality instantly when obtained.



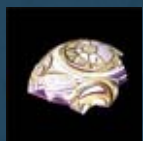
Purple Butterfly

A butterfly-shaped gem that contains magical power in crystallised form. Revives one's magical power when obtained.



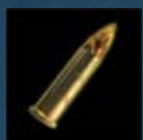
Broken Witch Heart

A magical stone made of rose heart-shaped crystals, these pieces are highly attractive and will recombine into larger crystals when gathered. Collect four to extend the limit of your vitality.



Broken Moon Pearl

By gathering two of these together and restoring the pearl's original shape, you can increase the limit of your magical power.



Arcade Bullet

Bullets used to play Angel Attack. One pack contains three bullets for use during the game.

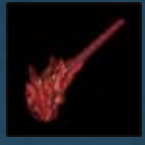


Compounds

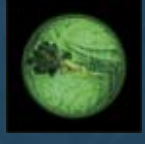
Compounds that can be used for Concocting. Collect them and mix them together to transform them into new items.



Baked Gecko



Unicorn Horn



Mandragera Root



A bar run by Rodin, a mysterious weapon smith. Visit it from the Chapter Menu or by entering portals you find during Chapters.



WEAPONS

Production versions are listed of the weapons Rodin has made for you. Buy them to have an alternate version of the same weapon.



◆ Some weapons will not be included.

ACCESSORIES

Here you can purchase accessories which each have different effects.



ITEMS

Here you can purchase items that will help you survive the battles ahead, e.g. by recovering your vitality or Magic Gauge.

TECHNIQUES

Here you can buy new techniques to use during combat.



- ◆ Techniques bought here can be turned on and off by going to the Tome of Umbran Arts and selecting SPECIAL TECHNIQUES.

RODIN'S TREASURES

These will go in stock when you fulfil certain conditions - but what they are is a surprise, so you'll have to wait and see!



While playing the game, you can post your opinions and exchange thoughts and information about the game with players from all over the world who are connected via Miiverse.




Regular Posts

At any time during gameplay, you can post a text or handwritten post to Miiverse. You can also include a predetermined illustration of a Bayonetta character when writing a handwritten post.




Posting

- 1 Touch  to display the post-entry screen.
- 2 Write a handwritten post.
 - ◆ You can also write a text post, but you won't be able to include a character illustration.
- 3 Touch SEND.

The character illustration used will change depending on what point in the game you are up to. Bayonetta's one, but who are the others? You'll just have to see!



Score Posts

Touch  on the Chapter Clear screen to post your score along with your thoughts about it.



- ◆ The posting procedure is otherwise the same as for regular posts.



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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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This software is based in part on the work of the Independent JPEG Group.

Support Information

For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:
support.nintendo.com