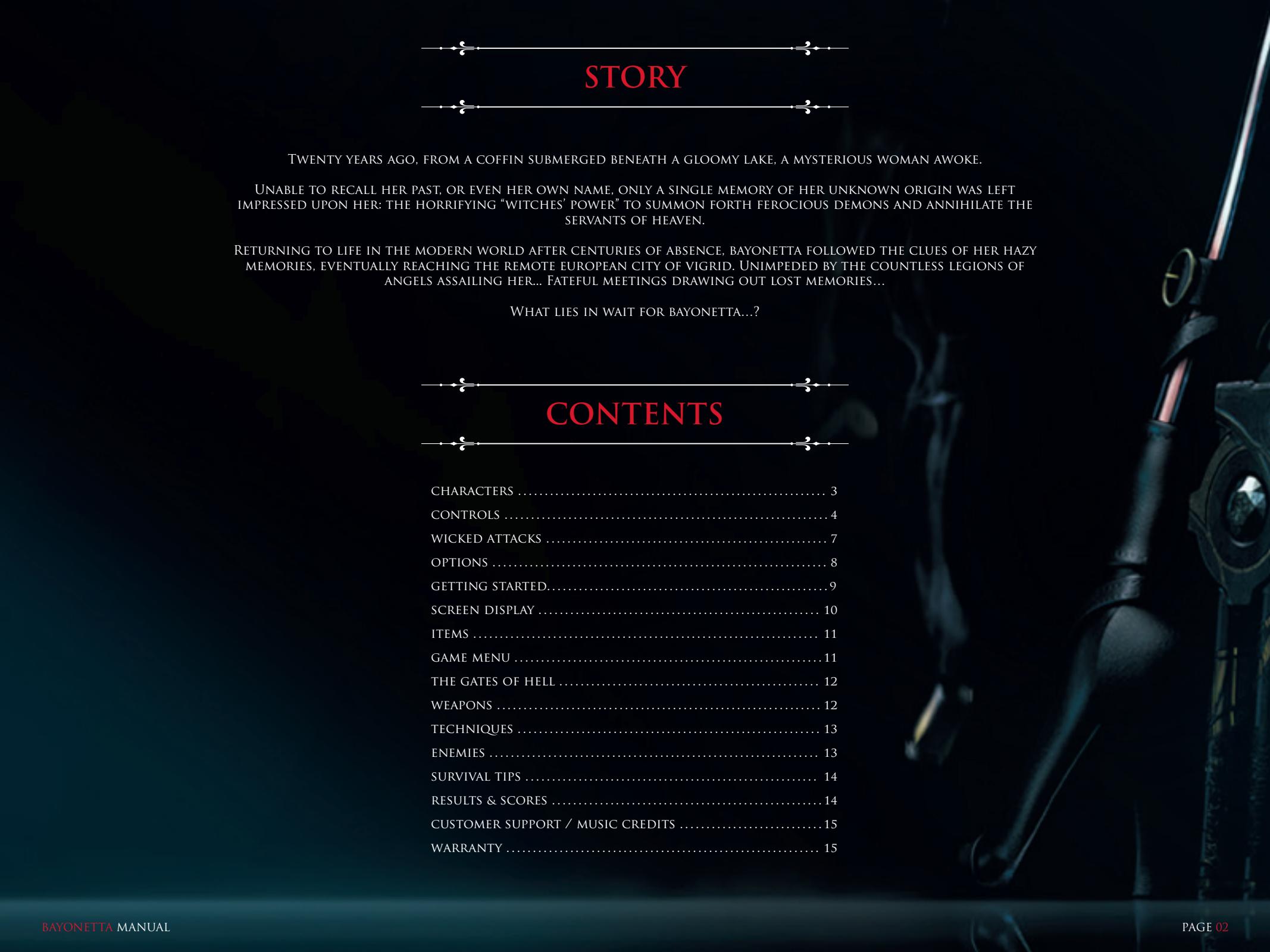




BAYONETTA

MANUAL



STORY

TWENTY YEARS AGO, FROM A COFFIN SUBMERGED BENEATH A GLOOMY LAKE, A MYSTERIOUS WOMAN AWOKE.

UNABLE TO RECALL HER PAST, OR EVEN HER OWN NAME, ONLY A SINGLE MEMORY OF HER UNKNOWN ORIGIN WAS LEFT IMPRESSED UPON HER: THE HORRIFYING "WITCHES' POWER" TO SUMMON FORTH FEROCIOUS DEMONS AND ANNIHILATE THE SERVANTS OF HEAVEN.

RETURNING TO LIFE IN THE MODERN WORLD AFTER CENTURIES OF ABSENCE, BAYONETTA FOLLOWED THE CLUES OF HER HAZY MEMORIES, EVENTUALLY REACHING THE REMOTE EUROPEAN CITY OF VIGRID. UNIMPEDED BY THE COUNTLESS LEGIONS OF ANGELS ASSAILING HER... FATEFUL MEETINGS DRAWING OUT LOST MEMORIES...

WHAT LIES IN WAIT FOR BAYONETTA...?

CONTENTS

CHARACTERS	3
CONTROLS	4
WICKED ATTACKS	7
OPTIONS	8
GETTING STARTED.....	9
SCREEN DISPLAY	10
ITEMS	11
GAME MENU	11
THE GATES OF HELL	12
WEAPONS	12
TECHNIQUES	13
ENEMIES	13
SURVIVAL TIPS	14
RESULTS & SCORES	14
CUSTOMER SUPPORT / MUSIC CREDITS	15
WARRANTY	15

CHARACTERS

BAYONETTA



A MYSTERIOUS WITCH RETURNED TO LIFE IN THE MODERN WORLD AFTER HUNDREDS OF YEARS OF SLUMBER. WIELDING TITANIC MAGICAL POWERS, HER BATTLE AGAINST THE FORCES OF HEAVEN CONTINUES, THE REASONS FOR DOING SO LOST IN THE MISTS OF HER PAST. ARMED WITH THE SCARBOROUGH FAIR, HER FAVOURITE SET OF HANDGUNS EQUIPPED TO BOTH HANDS AND FEET, SHE PRACTICES THE "BULLET ARTS", A COMBINATION OF GUNFIRE AND MELEE ATTACKS. SHE CAN ALSO PERFORM THE WICKED WEAVE – DEADLY ATTACKS UNLEASHED BY SUMMONING DEMONIC ENTITIES THROUGH HER MAGICAL HAIR THAT CAN EASILY DEVOUR ENTIRE HORDES OF ANGELS.

LUKA



A JOURNALIST WHO IS CHASING BAYONETTA TO EXPOSE HER TRUE IDENTITY. HIS FATE IS TIED CLOSELY TO THAT OF BAYONETTA, WHICH INVOLVES MUCH ILL FEELING. UNLIKE MOST JOURNALISTS, HE HAS A SPECIAL GADGET HIDDEN UP HIS SLEEVE WHICH IS CAPABLE OF FIRING A GRAPPLING HOOK TO ACCESS DANGEROUS SITES. HIS GREATER QUALITIES DERIVE FROM TREMENDOUS LUCK AND AN UPBEAT PERSONALITY.

JEANNE



A MYSTERIOUS WOMAN WITH A SIMILAR BATTLE STYLE AND POWERS TO BAYONETTA. OFTEN APPEARING ALONG BAYONETTA'S COURSE, SHE PROVOKES HER WITH AN ICY STARE. SHE OBVIOUSLY HOLDS SOME INFORMATION ABOUT BAYONETTA'S PAST BUT HER ULTIMATE GOAL IS UNKNOWN. WIELDING HER OWN SET OF FOUR BLACK HANDGUNS, SHE MUST BE IN PURSUIT OF BAYONETTA.

ENZO



RODIN



CONTROLS



LEFT STICK / DIRECTIONAL PAD	HIGHLIGHT MENU ITEM CHANGE OPTION	MOVE BAYONETTA USE ITEMS
RIGHT STICK	-	MOVE CAMERA
A BUTTON	SELECT MENU ITEM	JUMP
B BUTTON	CANCEL / EXIT MENU	KICK / GUN (HOLD DOWN)
X BUTTON	CANCEL / EXIT MENU	SHOOT / ACTION
Y BUTTON	-	PUNCH / GUN (HOLD DOWN)
BACK BUTTON	SWITCH TO PRACTICE MODE (AT LOAD SCREEN)	GAME MENU
START BUTTON	SELECT MENU ITEM (AT FRONT END MENU)	PAUSE MENU
LB / RB	SELECT SUB CATEGORIES	LB TAUNT / RB LOCK-ON
LT	-	CHANGE WEAPONS
RT	-	EVADE (WITCH TIME)

KEYBOARD & MOUSE

	MENU CONTROLS	ACTION CONTROLS
WASD KEYS	NAVIGATE OPTIONS	MOVE BAYONETTA
CTRL		WALK
LEFT-CLICK MOUSE	SELECT	PUNCH
RIGHT-CLICK MOUSE	CANCEL / BACK	KICK
SPACE BAR	-	JUMP
MIDDLE-CLICK MOUSE	-	SHOOT/ACTION
F KEY	-	GRAVITY RESET
E KEY	-	ACTION
Q KEY	-	TAUNT
MOUSE WHEEL	SCROLL OPTIONS	CHANGE WEAPON
ALT	-	LOCK-ON
SHIFT	-	EVADE
MOUSE	MOVE CURSOR	MOVE CAMERA
HOME	RESTORE DEFAULTS	MOVE CAMERA (UP)
END	-	MOVE CAMERA (DOWN)
DELETE	-	MOVE CAMERA (LEFT)
PAGE DOWN	-	MOVE CAMERA (RIGHT)
1 KEY	-	USE ITEM (LEFT)
2 KEY	-	USE ITEM (TOP)
3 KEY	-	USE ITEM (RIGHT)
TAB	-	GAME MENU
ESC	CANCEL / BACK	PAUSE MENU
INSERT	-	RESET CAMERA

CONTROLS

WALK / RUN

MOVE BAYONETTA BY USING THE LEFT STICK. PUSH THE LEFT STICK A LITTLE TO WALK OR ALL THE WAY TO RUN. WHEN USING KEYBOARD CONTROLS, PRESS THE WASD KEYS TO MOVE BAYONETTA, AND HOLD DOWN THE CTRL KEY TO WALK. NOTE THAT WHILE LOCK-ON (RIGHT BUMPER / ALT KEY) IS ACTIVE, BAYONETTA CAN ONLY WALK, NOT RUN.

KICKS / PUNCHES & COMBOS

GREET NEARBY ENEMIES BY INFILTRATING DAMAGE ON THEM WITH A FEW KICKS AND PUNCHES. HOLDING THE B OR Y BUTTON (OR THE LEFT OR RIGHT MOUSE BUTTON) LONGER WILL ALLOW BAYONETTA TO FIRE SHOTS AFTER A PUNCH OR KICK TO INFILTRATE ADDITIONAL DAMAGE. COUNTLESS VARIATIONS OF COMBO ATTACKS ARE ALSO UNLEASHED BY SUCCESSIVELY PRESSING COMBINATIONS OF THE B AND / OR Y BUTTONS (OR CLICKING THE LEFT AND / OR RIGHT MOUSE BUTTONS).



BULLET CLIMAX

BULLET CLIMAX IS TRIGGERED BY MOVING THE LEFT STICK (OR MOUSE) IN A CIRCULAR MOTION, THEN PRESSING THE B OR Y BUTTON (OR CLICKING THE LEFT OR RIGHT MOUSE BUTTON) REPEATEDLY. ONCE IT IS ACTIVATED, FIRE ALL AROUND BY RAPIDLY PRESSING THE B OR Y BUTTON (OR CLICKING THE LEFT OR RIGHT MOUSE BUTTON).

HANDGUNS

PRESS THE X BUTTON (OR CLICK THE MIDDLE MOUSE BUTTON) TO FIRE A SINGLE SHOT AND HOLD FOR RAPID FIRE. FIREPOWER IS RELATIVELY WEAK, BUT THESE GUNS CAN BE USED REGARDLESS OF WHAT BAYONETTA HAS EQUIPPED.



EVADE

PRESS THE RIGHT TRIGGER (OR THE SHIFT KEY) TO QUICKLY BACK AWAY FROM AN OVERWHELMING CONFLICT. USING THE LEFT STICK (OR WASD KEYS) DURING THIS ACTION WILL ALLOW BAYONETTA TO ACROBATICALY EVADE IN ANY DIRECTION.



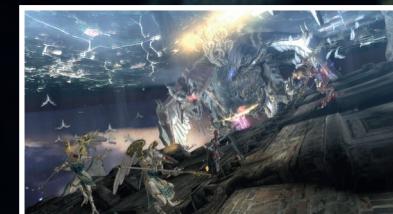
❖ WITCH TIME

DODGING AT THE LAST POSSIBLE MOMENT WILL TRIGGER "WITCH TIME". DURING THIS TIME, BAYONETTA CAN TAKE ACTION IN HYPER SPEED, ALLOWING HER TO EVEN RUN ON WATER.



JUMP

PRESS THE A BUTTON (OR SPACE BAR) TO LEAP UP INTO THE AIR, THEN PRESS THE A BUTTON (OR SPACE BAR) ONCE MORE IN MID-AIR TO PERFORM A DOUBLE JUMP.



❖ GRAVITY RESET

PRESS THE LEFT STICK BUTTON (OR THE F KEY) WHILE BAYONETTA IS PERFORMING "WITCH WALK" (WALK UP / DOWN A WALL AND IN MID-AIR) TO QUICKLY SET HER FEET ON THE GROUND.

WICKED ATTACKS

LOCK-ON

HOLDING THE RIGHT BUMPER (OR THE ALT KEY) WILL AUTOMATICALLY LOCK-ON TO A NEARBY FOE. THE LOCKED TARGET WILL BE IDENTIFIED BY A RED LOCK-ON MARK.



CHANGE WEAPONS

PRESS THE LEFT TRIGGER (OR SCROLL THE MOUSE WHEEL) TO QUICKLY SWITCH BAYONETTA'S WEAPONS FROM SET A TO SET B DURING COMBAT. TO MODIFY BAYONETTA'S EQUIPPED WEAPONS (SET A AND B), YOU MUST ACCESS THE GAME MENU BY PRESSING THE BACK BUTTON (OR THE TAB KEY).



TAUNT

PRESS THE LB BUTTON (OR THE Q KEY). TO TAUNT NEARBY FOES. THE ENEMIES CAN BECOME MORE HOSTILE, BUT BAYONETTA CAN RECOVER HER MAGICAL POWER (MAGIC GAUGE) IN RETURN.



CAMERA

USE THE RIGHT STICK (OR MOVE THE MOUSE) TO CHANGE THE ANGLE OF THE CAMERA TO VIEW YOUR SURROUNDINGS. NOTE THAT THERE WILL BE SOME SCENES WHERE YOU CANNOT CONTROL THE CAMERA. TO RESET THE CAMERA BEHIND BAYONETTA, PRESS THE RIGHT STICK BUTTON (OR PRESS THE INSERT KEY).

BAYONETTA HAS THE HIDDEN POTENTIAL TO USE VARIOUS KINDS OF OUTLANDISH ATTACKS TO TERMINATE HER HEAVENLY FOES. HARNESS THE DARK ARTS AND UNLEASH THE FOLLOWING ATTACKS WHEN THE OPPORTUNITY ARISES.

TORTURE ATTACKS

TORTURE ANGELS BY SUMMONING VARIOUS DEVICES FROM THE UNDERWORLD, WHICH WERE ONCE USED TO HUNT THE WITCHES. THESE DEVICES ARE INFESTED WITH THE CURSE OF SLAIN WITCHES THAT WILL MAGNIFY THE POWER TO TERMINATE THE ANGELS.



INFERNAL DEMONS

A MONSTROUS ATTACK TRIGGERED BY AN ANCIENT CHANT THAT CONSUMES PLENTY OF MAGICAL POWER. WHEN THIS ATTACK IS EXECUTED CORRECTLY, THE DEMONS FROM INFERO WILL INFILTRATE AN ENORMOUS AMOUNT OF DAMAGE TO YOUR ENEMIES. HOWEVER, WHEN THIS FAILS, THE SUMMONER MAY ALSO BE EATEN ALIVE.



OPTIONS

THE FOLLOWING FEATURES ARE AVAILABLE WHEN YOU ACCESS THE OPTIONS SCREEN. TO RESTORE SETTINGS TO DEFAULT, SELECT DEFAULT SETTING UNDER EACH SECTION. NOTE THAT SOME OPTIONS CAN ONLY BE MODIFIED FROM THE TITLE MENU OR THE CHAPTER MENU.

CONTROLLER

VIBRATION

TOGGLE THE VIBRATION SETTING OF THE CONTROLLER (IF AVAILABLE)

CONTROLS

VIEW THE IN-GAME CONTROLS

CAMERA

NORMAL CAMERA INVERT Y-AXIS

WHILE THIS SETTING IS TURNED ON, PUSHING THE RIGHT STICK (OR THE MOUSE) UP WILL MOVE THE CAMERA ANGLE DOWN (AND VICE VERSA) WHEN YOU ARE PLAYING IN A THIRD-PERSON VIEW. SWITCHING THIS OFF WILL REVERSE THE CAMERA CONTROLS

NORMAL CAMERA INVERT X-AXIS

WHILE THIS SETTING IS TURNED OFF, PUSHING THE RIGHT STICK (OR THE MOUSE) LEFT WILL MOVE THE CAMERA ANGLE RIGHT (AND VICE VERSA) WHEN YOU ARE PLAYING IN A THIRD-PERSON VIEW. SWITCHING THIS ON WILL REVERSE THE CAMERA CONTROLS

FIRST-PERSON CAMERA INVERT Y-AXIS

WHILE THIS SETTING IS TURNED ON, PUSHING THE RIGHT STICK (OR THE MOUSE) DOWN WILL MOVE THE CAMERA ANGLE DOWN (AND VICE VERSA) WHEN YOU ARE PLAYING IN A FIRST-PERSON VIEW. SWITCHING THIS OFF WILL REVERSE THE CAMERA CONTROLS

FIRST-PERSON CAMERA INVERT X-AXIS

WHILE THIS SETTING IS TURNED OFF, PUSHING THE RIGHT STICK (OR THE MOUSE) LEFT WILL MOVE THE CAMERA ANGLE RIGHT (AND VICE VERSA) WHEN YOU ARE PLAYING IN A FIRST-PERSON VIEW. SWITCHING THIS ON WILL REVERSE THE CAMERA CONTROLS

CAMERA SPEED

ADJUST THE SPEED OF CAMERA MOVEMENT

SOUND SETTINGS

EFFECTS VOLUME

ADJUST THE VOLUME LEVEL OF SOUND EFFECTS

MUSIC VOLUME

ADJUST THE VOLUME LEVEL OF BACKGROUND MUSIC

HEADPHONE MODE

TURN THIS ON TO OPTIMISE SOUND OUTPUT FOR HEADPHONES

DISPLAY SETTINGS

BRIGHTNESS	ADJUST THE BRIGHTNESS OF THE SCREEN
SUBTITLES	TURN THE SUBTITLES OF THE CINEMATIC SCENES ON OR OFF
SUBTITLE LANGUAGE	CHANGE THE SUBTITLE LANGUAGE
VOICE LANGUAGE	CHANGE THE VOICE LANGUAGE
TUTORIAL	TURN THE TUTORIALS OF IN-GAME CONTROLS ON OR OFF
UI ON / OFF	TURN THE UI ON OR OFF (SHORTCUT: F8)
USER INTERFACE	CHANGE THE UI LAYOUT

GRAPHIC SETTINGS

OUTPUT MONITOR	SELECT THE MONITOR ON WHICH THE GAME WILL BE PLAYED
RESOLUTION	ADJUST THE DISPLAY RESOLUTION. HIGHER RESOLUTIONS REQUIRE GREATER GRAPHICAL PROCESSING POWER
DISPLAY MODE	SWITCH BETWEEN FULLSCREEN, BORDERLESS AND WINDOWED MODES
GRAPHICS QUALITY	ADJUST THE QUALITY OF THE GRAPHICS
ANTI-ALIASING	ADJUST THE ANTI-ALIASING QUALITY
TEXTURE QUALITY	ADJUST THE TEXTURE QUALITY
TEXTURE FILTERING	ADJUST THE TEXTURE-FILTERING QUALITY
SHADOW QUALITY	ADJUST THE SHADOW QUALITY
SSAO QUALITY	ADJUST THE SSAO QUALITY
HDR	TOGGLE HDR ON / OFF
VSYNC	TOGGLE VERTICAL SYNCING ON / OFF

GETTING STARTED

MAIN MENU

PRESS THE START BUTTON OR CLICK ON THE TITLE SCREEN TO BRING UP THE MAIN MENU. SELECT ONE OF THE FOLLOWING MODES:



PLAY	START A NEW GAME OR CONTINUE THE GAME FROM ONE OF THE GAME SAVES (SAVED CHAPTERS OR MOST RECENTLY SAVED CHECKPOINT)
OPTIONS	CHANGE VARIOUS GAME SETTINGS
LEADERBOARDS*	CHECK THE CURRENT ONLINE LEADERBOARDS
EXTRA	VIEW THE UMBRAN TEARS OF BLOOD (LIST OF ACHIEVEMENTS) AND GALLERY
CREDITS	VIEW PC VERSION CREDITS
EXIT	CLOSE THE GAME AND RETURN TO YOUR DESKTOP SCREEN

*LEADERBOARDS CANNOT BE ACCESSED IF STEAM IS IN OFFLINE MODE.



CHECKPOINTS & GAME SAVES

SELECT PLAY FROM THE MAIN MENU, THEN CONFIRM CONTINUE TO PLAY THE GAME FROM THE LAST CHECKPOINT SAVED. NOTE THAT THIS CHECKPOINT WILL BE OVERWRITTEN IF A NEW GAME IS STARTED, OR WHEN ONE OF THE SAVED CHAPTERS FROM LOAD GAME IS SELECTED.

*NOTE: THIS TITLE USES AN AUTO-SAVE FEATURE. PLEASE DO NOT TURN OFF THE PC OR CLOSE THE GAME WHILE YOUR PROGRESS IS BEING SAVED.

DIFFICULTY

DIFFICULTY IS SELECTED WHEN YOU START A NEW GAME, BUT CAN BE MODIFIED FROM THE SUB MENU (SEE THE SECTION BELOW) BEFORE YOU START ANY OF THE CHAPTERS. BY SELECTING EASY OR VERY EASY, THE EFFECTIVENESS OF YOUR ATTACKS, AS WELL AS TIME RESTRICTIONS FOR CERTAIN ACTIONS, ARE MORE FAVOURABLE COMPARED TO A GAME SET IN NORMAL OR HIGHER.



CHAPTER MENU

THE CHAPTER MENU WILL BE DISPLAYED BEFORE EMBARKING ON THE NEXT CHAPTER. PRESS THE RIGHT BUMPER (OR THE TAB KEY) TO ACCESS THE SUBMENU (SEE THE SECTION BELOW).



SELECT SAVE TO SAVE THE GAME MANUALLY OR CHECK YOUR SAVED GAMES. AN OPTION TO ACCESS THE GATES OF HELL IS ALSO AVAILABLE AFTER CHAPTER 1. IF YOU ARE READY TO GET DOWN TO BUSINESS, SELECT START TO PROCEED.

CHAPTER SELECT	ACCESS THE LIST OF CHAPTERS YOU'VE PREVIOUSLY COMPLETED TO REPLAY A CHAPTER
PLAY HISTORY*	BROWSE ALL OF YOUR CHAPTER / DIFFICULTY-BASED RESULTS.
DIFFICULTY	ADJUST THE DIFFICULTY LEVEL FOR THE UPCOMING CHAPTER. ADVANCED LEVELS ARE OFFERED WHEN THEIR REQUIREMENTS ARE MET
OPTIONS	ACCESS THE VARIOUS GAME SETTINGS FROM THE OPTIONS SCREEN
RETURN TO TITLE SCREEN	START OVER FROM THE TITLE SCREEN. NOTE THAT ANY UNSAVED PROGRESS WILL BE LOST

*MENU ITEM WILL BE DISPLAYED WHEN A REQUIRED CONDITION IS FULFILLED.

SCREEN DISPLAY

THE GAME SCREEN BELOW DISPLAYS MOST OF THE ONSCREEN ITEMS DURING THE ACTION.



1. HP GAUGE

THE GREEN HORIZONTAL GAUGE REPRESENTS BAYONETTA'S VITALITY. WHEN THIS GAUGE IS COMPLETELY DEPLETED, THE GAME IS OVER.

2. MAGIC GAUGE

THE EIGHT CIRCULAR SPACES REPRESENT BAYONETTA'S MAGICAL POWER. THIS GAUGE IS FILLED ONE AT A TIME BY PERFORMING ATTACKS. WHEN THE GAUGE IS FILLED UP TO A CERTAIN LEVEL, BAYONETTA CAN USE ONE OF THE TORTURE ATTACKS.

3. VERSE

SINCE EACH STAGE IS TREATED AS A CHAPTER, THE CURRENT VERSE WILL INDICATE HOW FAR YOU'VE ADVANCED IN THE CHAPTER YOU ARE PLAYING.

4. HALOS

HALOS YOU'VE EARNED WILL BE USED TO PURCHASE ITEMS AND UPGRADES AT THE GATES OF HELL.

5. SPECIAL WEAPONS GAUGE

SOME ENEMIES ARE EQUIPPED WITH POWERFUL WEAPONS THAT BAYONETTA CAN PICK UP AND USE.

6. COMBO COUNTER

COMBO POINTS WILL INCREASE BY SUCCESSFULLY ATTACKING YOUR FOES. COMBO POINTS FOR EACH COMBO WILL ALSO BE LISTED UNDER YOUR TOTAL.

7. ITEM SLOTS

PRESS THE D-PAD TO DISPLAY THE THREE ITEM SLOTS, THEN HOLD DOWN THE CORRESPONDING DIRECTION (ALTERNATIVELY, PRESS THE 1, 2 OR 3 KEY TO USE THE CORRESPONDING ITEM) TO USE THE ITEMS, WHICH ARE ASSIGNED FROM THE GAME MENU.

8. ENEMY GAUGE (VITALITY)

THIS GAUGE WILL APPEAR WHENEVER A POWERFUL FOE ENTERS THE SCENE. KEEP AN EYE ON THIS GAUGE TO SEE HOW EFFECTIVELY YOU ARE PUNISHING THE TARGET ENEMY.

ITEMS

VARIOUS ITEMS CAN BE PICKED UP BY DEFEATING ENEMIES, BREAKING OBJECTS AND EXPLORING DIFFERENT AREAS. DESCRIBED HERE ARE SOME OF THE ITEMS THAT YOU WILL FIND DURING THE ACTION.



HALO

A VERY RARE, SPIRITUAL METAL CONTAINING THE ESSENCE OF AN ANGEL'S LIFE FORCE. USED IN BUSINESS TRANSACTIONS WITHIN INFERO.

CRYSTALLISED COMPOUNDS

THERE ARE THREE CRYSTALLISED COMPOUNDS THAT BAYONETTA USES TO PRODUCE ITEMS WITH DIFFERENT EFFECTS.

BAKED GECKO
(YELLOW)



MANDRAGORA
ROOT
(GREEN)



UNICORN
HORN
(RED)



PURPLE BUTTERFLY

A BUTTERFLY-SHAPED GEM THAT CONTAINS MAGICAL POWER IN CRYSTALLISED FORM. REVIVES ONE'S MAGICAL POWER WHEN OBTAINED.



GREEN LAUREL

A LAUREL-SHAPED GEM THAT CONTAINS VITAL ESSENCE IN CRYSTALLISED FORM. REVIVES ONE'S VITALITY INSTANTLY WHEN OBTAINED.



BROKEN WITCH HEART

A MAGICAL STONE MADE OF ROSE HEART-SHAPED CRYSTALS. FINDING FOUR PIECES WILL INCREASE THE LIMIT OF ONE'S VITALITY.

ANGELIC WEAPONS

ENEMIES WILL SOMETIMES LEAVE THEIR WEAPONS ONCE THEY ARE TERMINATED BY TORTURE ATTACKS. IF YOU SEE A WEAPON ON THE GROUND, POSITION YOURSELF NEAR THIS ITEM AND PRESS THE X BUTTON (OR CLICK THE MIDDLE MOUSE BUTTON) TO EQUIP THE WEAPON. PRESS THE LEFT STICK BUTTON (OR THE F KEY), IF YOU NEED TO DROP THE WEAPON YOU'VE PICKED UP. NOTE THAT THESE SPECIAL WEAPONS CAN BE USED UNTIL THEY ARE BROKEN AND LOST.



GAME MENU

ACCESS THE GAME MENU TO CHANGE EQUIPMENT, MANAGE ITEMS AND READ ARTICLES OF VARIOUS BOOKS. NOTE THAT THIS MENU IS NOT ACCESSIBLE DURING CERTAIN EVENTS. PRESS RIGHT AND LEFT BUMPER (OR CLICK ON THE TABS) TO DISPLAY THE FOLLOWING SUB-CATEGORIES AND USE THE D-PAD (OR THE MOUSE) TO CYCLE THROUGH WHAT IS AVAILABLE TO YOU.

WEAPONS

DISPLAY THE EQUIP MENU AND SELECT THE WEAPONS SIDE TO CHANGE THE WEAPONS (HANDS AND FEET) FOR SET A OR SET B. FIRST SELECT A WEAPON TO EQUIP AND THEN SELECT ONE OF FOUR SLOTS – TWO SLOTS ON THE TOP ARE FOR SET A AND TWO ON THE BOTTOM ARE FOR SET B. PRESS THE LEFT TRIGGER (OR SCROLL THE MOUSE WHEEL) DURING COMBAT TO IMMEDIATELY TOGGLE YOUR TWO WEAPON SETS.



ACCESSORIES

DISPLAY THE EQUIP MENU AND SELECT THE ACCESSORIES SIDE TO EQUIP UP TO TWO ACCESSORIES. NOTE THAT THE THIRD SLOT ON THE BOTTOM IS DESIGNATED FOR THE IMMORTAL MARIONETTE, WHICH IS AUTOMATICALLY EQUIPPED IF YOU ARE PLAYING THE CHAPTERS IN EASY OR VERY EASY. READ THE DESCRIPTION ON THE LEFT TO DECIDE WHICH ACCESSORIES WILL BEST SUIT YOUR NEEDS.



ITEMS

DISPLAY THE ITEM MENU AND PRESS THE D-PAD (OR USE THE MOUSE) TO SELECT THE ITEMS SIDE TO EITHER USE THE ITEM IMMEDIATELY, OR TO ASSIGN IT INTO ONE OF THREE ITEM SLOTS SO IT CAN BE EASILY USED DURING COMBAT. NOTE THAT ITEMS SUCH AS ARCADE BULLETS CANNOT BE USED FROM THIS MENU, BUT ARE INCLUDED IN THE SELECTION TO SHOW THEIR QUANTITY.



FILES

DISPLAY THE FILES MENU TO READ ARTICLES IN EACH BOOK.

CONCOCTING COMPOUNDS

DISPLAY THE ITEM MENU AND SELECT THE CONCOCTING COMPOUNDS SIDE TO PRODUCE NEW ITEMS. CHECK THE RECIPES ON THE LEFT, THEN VERIFY THE NUMBER OF COMPOUNDS YOU HAVE ON THE RIGHT TO DECIDE IF THERE IS ANYTHING YOU CAN CREATE. WHEN AN INGREDIENT IS SELECTED, MAKE SURE YOU HOLD DOWN THE A BUTTON (OR THE ENTER KEY) LONG ENOUGH TO SET THE AMOUNT TO 5, 10 OR 15. WHEN ALL OF THE INGREDIENTS ARE IN THE CAULDRON, MOVING THE RIGHT STICK (OR MOUSE) IN A CIRCULAR MOTION WILL PRODUCE AN ITEM.

GATES OF HELL

THE FAMED DEMON-SMITH KNOWN AS RODIN OWNS A SPECIAL SHOP WHERE YOU CAN PURCHASE VALUABLE GOODS. ENTER THE GATES OF HELL FROM THE CHAPTER MENU OR ONE OF THE PORTALS USUALLY FOUND BETWEEN CERTAIN CHECKPOINTS.



WEAPONS	AN ALTERNATIVE VERSION CAN ALSO BE PURCHASED ONCE THE ORIGINAL IS PRODUCED BY RODIN.
ACCESSORIES	PURCHASE ACCESSORIES WITH SPECIAL EFFECTS TO ASSIST YOU. UP TO TWO ACCESSORIES CAN BE EQUIPPED AT ONE TIME.
ITEMS	PURCHASE ITEMS THAT ARE ESSENTIAL FOR SURVIVAL. NOTE THAT THESE ITEMS CAN BE ACCESSED DURING COMBAT WITH THE D-PAD (OR THE 1/2/3 KEYS) OR USED FROM THE GAME MENU.
TECHNIQUES	EXPAND BAYONETTA'S ATTACK ROUTINES BY PURCHASING ADDITIONAL TECHNIQUES. THERE IS AN OPTION TO TRY THE AVAILABLE TECHNIQUES AND LEARN THE COMMANDS BEFORE YOUR PURCHASE.
RODIN'S TREASURES	A COLLECTION OF THESE ITEMS WILL BE AVAILABLE ONCE CERTAIN CONDITIONS ARE FULFILLED WITHIN THE GAME.
EXIT	RETURN TO THE CHAPTER MENU OR TRANSFER BACK TO THE LOCATION OF THE PORTAL.

EFFECTS OF ACCESSORIES

DECIDING ON WHICH ACCESSORY TO PURCHASE CAN BE DIFFICULT AT FIRST. SELECT AN ITEM AND READ THE HIGHLIGHTED DESCRIPTIONS (TEXT IN RED) TO LEARN THE EFFECTS OF EACH ITEM. NOTE THAT SOME EFFECTS ARE ACTIVATED WITH A COMMAND, WHICH IS ALSO MENTIONED IN THE DESCRIPTIONS.



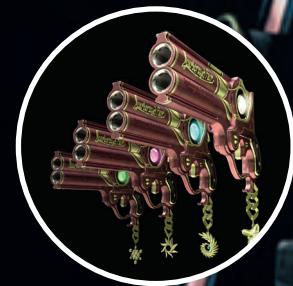
WEAPONS

IF YOU GIVE THE ANGELIC HYMNS (PICTURED RIGHT) YOU'VE COLLECTED TO RODIN, HE CAN PLAY THEM IN HELL, INFURIATING ITS DENIZENS, WHO THEN SEEK HIM OUT. THE UNLUCKY DEMON DRAWN OUT BY THE MUSIC IS CAUGHT BY RODIN AND THEN USED TO CREATE A NEW WEAPON FOR BAYONETTA.



SCARBOROUGH FAIR

CRAFTED BY RODIN HIMSELF, 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 INFERO. EACH SHELL FIRED FROM THE GUNS CONTAINS THE CURSE OF THE FAIRIES' TRAPPED SOULS.



SHURABA

A LIVING KATANA, PULSING WITH THE HEART OF ASHURA, 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.

TECHNIQUES

HERE ARE SOME OF THE ADDITIONAL TECHNIQUES THAT ARE AVAILABLE AT THE GATES OF HELL TO EXPAND BAYONETTA'S COMBAT ABILITIES:

AIR DODGE

DODGE AN ENEMY ATTACK WHILE IN MID-AIR. MUCH LIKE WHEN BAYONETTA IS EVADING ON THE GROUND, USING THIS MOVE WITH THE LEFT STICK (OR THE WASD KEYS) WILL ALLOW HER TO EVADE IN THE DIRECTION INDICATED.



PRESS THE RIGHT TRIGGER
(OR THE SHIFT KEY) IN MID-AIR



STILETTO

SLASH INTO AN ENEMY WITH INCREDIBLE QUICKNESS, AND DELIVER A DEVASTATING THRUST ATTACK. THIS MOVE CAN ALSO BE PERFORMED IN MID-AIR.

PUSH THE LEFT STICK (OR PRESS THE WASD KEYS) TOWARDS AN ENEMY TWICE AND PRESS Y (OR CLICK THE LEFT MOUSE BUTTON)



HEEL SLIDE

SLIDE HEEL FIRST UP TO AN ENEMY FROM LONG DISTANCES.

PUSH THE LEFT STICK (OR PRESS THE WASD KEYS) TOWARDS AN ENEMY TWICE AND PRESS B (OR CLICK THE RIGHT MOUSE BUTTON)

ENEMIES

AFFINITY

SERVANTS OF HEAVEN THAT POPULATE THE LOWEST OF THE ANGELIC HIERARCHY, A THIRD SPHERE RUNG KNOWN SIMPLY AS ANGELS. DESCENDING FROM THE HEAVENS UPON THEIR PURE WHITE WINGS, IT IS BELIEVED THAT THE GLIMMERING HALO ATOP AN AFFINITY'S HEAD LIGHTS THE PATH FOR THOSE WHO HAVE LOST THEIR WAY.



BELOVED

BELOVED IS A MEMBER OF THE SECOND SPHERE CLASS POWERS, RANKED SIXTH IN THE ANGELIC HIERARCHY. ITS STATUS IS MORE THAT OF A SPIRITUAL BEING, BUT IT IS ALSO BURDENED WITH DESTROYING THE ENEMIES OF PARADISO. EXCELLING IN COMBAT, BELOVED IS KNOWN FOR BRILLIANT EXPLOITS IN DEMONIC BATTLES.



FORTITUDO

AS ONE REPRESENTATION OF THE CARDINAL VIRTUES (PERSONIFYING COURAGE AND FORTITUDE), FORTITUDO HAS BEEN DEPICTED AS A TERRIFYING BEING, SPORTING AN ENORMOUS FACE AND TWO DRAGON'S HEADS. HE IS SAID TO BE CAPABLE OF SUMMONING MAGMA FLOWS AT WILL.

SURVIVAL TIPS

GAME OVER & CONTINUE

THE GAME IS OVER WHEN YOUR HP GAUGE IS COMPLETELY DEPLETED. YOU CAN RETRY AS MANY TIMES AS YOU WISH BY SELECTING YES AT THE CONTINUE SCREEN.



STUCK IN THE SAME AREA

YOU WILL OCCASIONALLY FIND A DOOR OR A PATHWAY THAT WILL REQUIRE SOMETHING MORE THAN A PUNCH OR KICK TO GET THROUGH. FINDING THE CORRECT OBJECT TO INTERACT WITH (OR TO BREAK, DEPENDING ON THE CIRCUMSTANCES) WILL USUALLY LEAD YOU TO THE RIGHT SOLUTION. SO TAKE A GOOD LOOK AROUND THE AREA TO SEE IF THERE ARE ANY SUSPICIOUS-LOOKING ARTIFACTS.



ADVANTAGES OF WITCH TIME

POSITIONING YOURSELF CLOSER TO THE ENEMY CAN BE RISKY, BUT IT WILL PAY OFF BECAUSE YOU CAN TAKE ADVANTAGE OF WITCH TIME. DURING THIS TIME, ALL OF YOUR SURROUNDING ENEMIES ARE DEFENCELESS, AND THE SMALLER FOES ARE EASILY BLOWN AWAY WHEN THEY TAKE YOUR KICKS AND PUNCHES. NOTE THAT YOUR MAGIC GAUGE WILL INCREASE IF YOU ACTIVATE WITCH TIME, SO YOU MAY UNLEASH YOUR DEADLIEST ATTACKS SOONER.



DODGE OFFSET

WHEN AN ENEMY IS ABOUT TO STRIKE IN THE MIDDLE OF YOUR COMBO, HOLD DOWN ANY OF THE ATTACK BUTTONS AND THEN PERFORM THE EVADE ACTION (RIGHT TRIGGER OR THE SHIFT KEY). THIS WAY, YOU CAN OFFSET THE CURRENT COMBO AND CONTINUE IT AFTER THE DODGE. BY MASTERING THIS TECHNIQUE, YOU'LL BE ABLE TO BLOW AWAY YOUR FOES WITH WICKED WEAVE IN ANY SITUATION YOU DESIRE.



RESULTS & SCORES

RESULTS

A RESULTS SCREEN WITH THE FOLLOWING INFORMATION WILL BE DISPLAYED WHENEVER A CHAPTER IS COMPLETED:



MEDALS

USED ITEM

TOTAL SCORE

AWARD

AWARD BONUS

MEDALS YOU'VE EARNED FOR EVERY VERSE WILL BE DISPLAYED.

ALL OF THE ITEMS YOU'VE USED IN THE CHAPTER WILL BE DISPLAYED. NO ITEM WILL BE DISPLAYED IF YOU DID NOT USE ANY ITEM.

COMBO: CUMULATIVE COMBO POINTS AT COMPLETION.

TIME: COMPLETION TIME.

DAMAGE: CUMULATIVE DAMAGE.

A TROPHY IS AWARDED BASED ON YOUR OVERALL PERFORMANCE. PLATINUM REPRESENTS A HIGH HONOUR AND STONE IS ROCK BOTTOM.

BONUS POINTS BASED ON AWARD (PLATINUM, GOLD, ETC.) AND OTHER CONDITIONAL BONUSES SUCH AS "NO ITEM."

LEADERBOARDS

IF YOUR PC IS CONNECTED TO THE INTERNET, THE GAME WILL AUTOMATICALLY SUBMIT YOUR BEST PERFORMANCE BASED ON TIME OR COMBO TO SEE WHERE YOU RANK IN THE ONLINE LEADERBOARDS. NOTE THAT CHAPTERS MUST BE PLAYED ON DIFFICULTY LEVELS OF NORMAL OR HIGHER TO POST YOUR RESULTS TO THE LEADERBOARDS.



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MUSIC CREDITS

FLY ME TO THE MOON
(IN OTHER WORDS)

WORDS AND MUSIC BY BART HOWARD

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"FLY ME TO THE MOON"

PERFORMED BY BRENDA LEE

COURTESY OF GEFFEN RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC
ENTERPRISES

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