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***Bayonetta***[[1]](#cite_note-1) is a [third-person](/wiki/Third-person_view) [action game](/wiki/Action_game) developed by [PlatinumGames](/wiki/PlatinumGames) and published by [Sega](/wiki/Sega). The game was originally released for [Xbox 360](/wiki/Xbox_360) and [PlayStation 3](/wiki/PlayStation_3) in Japan in October 2009, and in North America and Europe in January 2010. The game was later released on the [Wii U](/wiki/Wii_U) alongside its sequel, [*Bayonetta 2*](/wiki/Bayonetta_2), releasing in September 2014 in Japan and October 2014 in North America and Europe.

*Bayonetta* takes place in Vigrid, a fictional city in Europe. The game stars [the titular character](/wiki/Bayonetta_(character)), a witch who is capable of shapeshifting and using various firearms. She also possesses magical attacks, and she can use her own hair to summon demons to dispatch her foes. The game features a rating system, which gives players a grade based on their performance, and a combat system that is similar to the [*Devil May Cry*](/wiki/Devil_May_Cry) series.

Development of the game was started in January 2007, with [Hideki Kamiya](/wiki/Hideki_Kamiya) being the game's director. According to Kamiya, the game was completely original, though he drew some inspirations from some [Scandinavian mythology](/wiki/Scandinavian_mythology), and played [*Devil May Cry 4*](/wiki/Devil_May_Cry_4) for reference. The game's theme is "sexiness", and that the characters were designed to be "fashionable". Kamiya and artist Mari Shimazaki spent more than a year to create Bayonetta's design. Several demos were released for the game prior to its launch. *Bayonetta* was the third project released by PlatinumGames, which was founded by former [Clover Studios'](/wiki/Clover_Studios) employees.

Upon release, the game received very positive reviews. The game was praised for its combat, presentation and soundtrack, but was criticized for its story and quick-time-events. The game sold over 1.35 million units worldwide as of 2010, but Platinum was disappointed with the game's sales. The game was awarded and nominated for several end-of-the year accolades. An [anime](/wiki/Anime) film adaptation of the game by [Gonzo](/wiki/Gonzo_(studio)), titled [*Bayonetta: Bloody Fate*](/wiki/Bayonetta:_Bloody_Fate), was released in Japan in November 2013.

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## Gameplay[[edit](/index.php?title=(none)&action=edit&section=1)]

[thumb|left|*Bayonetta* gameplay screenshot. Though](/wiki/File:Bayonetta_kick.jpg) [IGN's](/wiki/IGN) reviewer praised the game's use of "glorious European architecture",[[2]](#cite_note-2) [*Wired News*](/wiki/Wired_News)[Template:'s](/wiki/Template:') said that "some of [Bayonetta's] larger hair-based attacks can obscure the action."[[3]](#cite_note-3)|alt=Screenshot of a woman with revealing attire in an outdoor setting. Above her is a dark, giant leg, composed of and attached to her hair and attacking a staff-wielding enemy to the left of her. Behind them is a fountain and various buildings. In each corner (except the bottom left) are game scores and indicators.

*Bayonetta* is a single-player, [third-person](/wiki/Third-person_view) 3D [action game](/wiki/Action_game). Its combat system is similar to that of director Hideki Kamiya's previous title, [*Devil May Cry*](/wiki/Devil_May_Cry_(video_game)).[[4]](#cite_note-4) The player controls a witch named [Bayonetta](/wiki/Bayonetta_(character)), and using both melee and long ranged attacks, complex combo strings, and multiple weapons, is encouraged to explore ways to dispatch angelic enemies with as much flair as possible. Special commands or actions are woven into events, finishes, executions, and unique "Torture Attacks" in which Bayonetta summons a variety of devices to deal devastating blows to her enemies. Such devices range from [chainsaws](/wiki/Chainsaw) to [iron maidens](/wiki/Iron_maiden_(torture)).[[5]](#cite_note-5) Bayonetta also has unique but limited abilities that her enemies do not possess, such as "Witch Time", which activates when the player makes a well-timed dodge to an attack. This temporarily slows time to allow Bayonetta to inflict massive amounts of counter damage before the enemies can react.[[6]](#cite_note-6) The player can double jump for extra height, perform evasive backflips, and destroy background objects and doors. Camera views can be rotated, enemy targets can be locked on, and weapons can be switched during play.[[7]](#cite_note-7) With unlockable transformations, the player can make Bayonetta become a panther or one of various other living creatures to enhance her abilities.[[8]](#cite_note-8) Lollipops can be used to [heal](/wiki/Health_(gaming)) her, replenish her magic, induce invincibility or increase her strength, although using these items, as well as dying, lowers the score for that chapter.[[9]](#cite_note-9) By finding various component items, the player can combine them into new items. Many enemies and objects drop halos when destroyed (resembling the rings from Sega's [*Sonic the Hedgehog*](/wiki/Sonic_the_Hedgehog_(series)) series), which the player can use to buy items, techniques and weapon upgrades.[[2]](#cite_note-2)[[7]](#cite_note-7) The player can also use enemy weapons, either to directly attack or as props for movement. Bayonetta's strongest attacks transform her hair into giant boots, fists or monsters that assault the enemy.[[2]](#cite_note-2) Bayonetta starts the game with four guns, two in her hands, two on her feet. By finding golden [LP albums](/wiki/LP_album), some of which are in multiple pieces, players can earn new weapons, such as shotguns, a katana and a whip. These can be customized to Bayonetta's arms and legs in various combinations.

The game consists of multiple chapters, each consisting of several verses. Depending on how well the player performs, they are given one of the following medals at the end of the verse; Stone, Bronze, Silver, Gold, Platinum and Pure Platinum, similar to the rating system of [*Viewtiful Joe*](/wiki/Viewtiful_Joe). There are some medals that are earned off the beaten path, such as special areas with set challenges. At the end of the chapter, a final score and an award is given depending on the type of medals achieved, with the score being deducted for any items used and deaths occurred. In between chapters there is a minigame called *Angel Attack*, in which players use Arcade Bullets found in the main levels to shoot at angels and earn points. These points can be traded in for items, with any leftover points exchanged for halos.

The game includes five difficulty modes: "Very Easy", "Easy", "Normal", "Hard", and "Non-Stop Infinite Climax".[[7]](#cite_note-7) On Easy and Very Easy, a "Very Easy Automatic" mode is made available in which the game positions Bayonetta to perform attacks on enemies, and the player only needs to press one button to execute elaborate combos, unless they wish to perform their own choice of movements or attacks. Kamiya, who first added such a mode to *Devil May Cry*, posted a video on the game's official website in which character designer Mari Shimazaki demonstrated the mode (which Kamiya "jokingly called 'Mommy Mode[Template:' "](/wiki/Template:'_%22)) in *Bayonetta*.[[10]](#cite_note-10)[[11]](#cite_note-11) He expects players to first complete the game in 10 to 12 hours, but believes that its rating system (similar to that of *Viewtiful Joe*, which he directed) and the pursuit of high scores will provide [replay value](/wiki/Replay_value).[[4]](#cite_note-4) The game has a fixed button configuration; Kamiya said "we found that there wasn't really a point to changing [it]".[[11]](#cite_note-11)

## Plot[[edit](/index.php?title=(none)&action=edit&section=2)]

### Setting and characters[[edit](/index.php?title=(none)&action=edit&section=3)]

*Bayonetta* takes place in Vigrid, a fictional city in Europe.[[2]](#cite_note-2) The title character (voiced by Hellena Taylor[[12]](#cite_note-12)) is a witch who [shapeshifts](/wiki/Shapeshifting) and uses various firearms, along with magical attacks she performs with her own hair by summoning demons to dispatch her foes. She awakens after a 500-year sleep[[13]](#cite_note-13) and finds herself in an unfamiliar area with no memories of who or what she is. Over time, she begins to remember what caused her current predicament. 500 years before the incident that caused Bayonetta's memory loss, there were two factions preserving the balance between darkness and light in the world: the *Umbra Witches*, who are followers of darkness, and their counterparts, the *Lumen Sages*, who are followers of light. The factions shared two distinct treasures, the 'Eyes of the World' (separately named the 'Left Eye' and the 'Right Eye') which they used to oversee the just passage of time. Both factions mysteriously disappeared from Vigrid under unknown circumstances.[[14]](#cite_note-14) Bayonetta still has an ornate piece of jewelry which contains a small red gem, and believes this gem is the Left Eye of the Eyes of the World. While searching for the Right Eye, she often receives flashbacks that make her remember what caused her current predicament.

A male character known as [Template:Nihongo](/wiki/Template:Nihongo) (voiced by [Yuri Lowenthal](/wiki/Yuri_Lowenthal)[[15]](#cite_note-15)) had met Bayonetta as a child, and is now a possible love interest for her.[[13]](#cite_note-13)[[16]](#cite_note-16) Other characters include Bayonetta's rival and fellow Umbra Witch [Template:Nihongo](/wiki/Template:Nihongo) (voiced by [Grey DeLisle](/wiki/Grey_DeLisle)[[17]](#cite_note-17)), who wields four guns like Bayonetta; [Template:Nihongo](/wiki/Template:Nihongo) (voiced by [Dave Fennoy](/wiki/Dave_Fennoy)[[17]](#cite_note-17)), the owner of a bar called the *Gates Of Hell* where Bayonetta can buy various weapons and items; an informant named [Template:Nihongo](/wiki/Template:Nihongo) (voiced by [Chick Vennera](/wiki/Chick_Vennera)[[17]](#cite_note-17)) who looks and sounds similar to actor [Joe Pesci](/wiki/Joe_Pesci), and provides comic relief; a young girl named [Template:Nihongo](/wiki/Template:Nihongo) whom Bayonetta meets early in the game; and the main antagonist [Template:Nihongo](/wiki/Template:Nihongo) (voiced by Grant Albrecht[[17]](#cite_note-17)).[[16]](#cite_note-16) The dimensions Bayonetta inhabits are the game's different settings, which borrow from Dante's [*Divine Comedy*](/wiki/Divine_Comedy): [Paradiso](/wiki/Paradiso_(Dante)) (heaven), which generally takes the form of a heavenly yellow or golden valley or palace and is the home of the "Angel" enemies she faces; [Purgatorio](/wiki/Purgatorio) (purgatory), a metarealm that functions as an "in between" for metaphysical beings and stands alongside yet outside of the plane humans exist on (all beings in and outside of Purgatorio take on a transparent, watery appearance); and [Inferno](/wiki/Inferno_(Dante)) (hell), which is the game's hellish realm that contains infernal demons of the sort that Bayonetta herself occasionally summons with her Witch powers. Further research uncovers that the Witches actually drew most of their power from the demons that exist in Inferno.

### Story[[edit](/index.php?title=(none)&action=edit&section=4)]

In the present day, an informant named Enzo has joined up with Bayonetta, a witch who was revived twenty years ago from the bottom of a lake and has no memories of her past. Owning one half of the "Eyes of the World", Bayonetta leaves for Vigrid when Enzo informs her of rumors the other half is there.

Afterward, Bayonetta confronts another Umbra Witch named Jeanne, as well as a young man named Luka; the former seemingly has ties to Bayonetta's past, while the latter blames Bayonetta for his father's death. Bayonetta then battles through Vigrid before encountering Fortitudo, one of the four [Cardinal Virtues](/wiki/Cardinal_Virtues), and defeats him.

Making her way through the Crescent and Sunrise Valleys, Bayonetta finds Jeanne conversing with [Temperantia](/wiki/Temperance_(virtue)), the second of the Cardinal Virtues; after defeating Jeanne, she then meets a lost child named Cereza. Much to Bayonetta's frustration, the child believes she's her mother and follows her; after eventually returning to the human world, Bayonetta leaves Cereza with Luka and confronts Temperantia, whom she defeats. Continuing her search for the Right Eye, Bayonetta follows Luka and Cereza down Prominence Bridge in an attempt to reach the island known as Isla del Sol; she is attacked by [Iustitia](/wiki/Justice_(virtue)), the third Cardinal Virtue, and defeats him.

The trio board a [Valkyrie](/wiki/Valkyrie) jet headed for Isla Del Sol, only for Cereza to become lost. After finding her and fighting Jeanne again, [Sapientia](/wiki/Prudence), the final Cardinal Virtue attacks and downs the jet, and Bayonetta defeats him. The three then head for Isla del Sol by helicopter, and then by missile. When they reach the island, Bayonetta is confronted again by Jeanne, who explains Bayonetta was a child born from an Umbra Witch and a Lumen Sage, which was forbidden and resulted in Bayonetta being ostracized. Bayonetta defeats Jeanne, who reveals the reason Bayonetta possesses the Left Eye is because she has accepted her fate. Bayonetta hands Jeanne the gem she had been carrying, making her remember she is Cereza, and that Jeanne was once her friend; it was Jeanne who sealed her away, giving Bayonetta the gem to protect her and the Left Eye. After Jeanne then sacrifices herself to save Bayonetta, she continues through the tower with Luka and Cereza.

Upon reaching the top, Bayonetta finally meets Father Balder, the last of the Lumen Sages. Balder reveals he is Bayonetta's father, and that he plans to reunite the three universes by resurrecting Jubileus, the Creator; however, since Bayonetta could not remember her past, Cereza was sent back to her to help her remember, allowing Balder to use her as the "left-eye". After revealing he was responsible for the death of Luka's father, Balder throws him to his death, before fighting Bayonetta among rubble falling from the tower. Bayonetta ultimately manages to defeat Balder, before saving a falling Luka and Cereza.

After making a time portal to return her younger self home, Bayonetta returns to the present, only to collapse after regaining her memory; seemingly unharmed, Balder transports himself and the unconscious Bayonetta towards the statue on top of the tower, beginning the resurrection of Jubileus. As the statue launches into space, Jeanne reappears after earlier escaping both death and Balder's control narrowly. She ascends the launching statue on her motorcycle by riding along the surface; after reaching Bayonetta, she saves her, only for Jubileus to come alive. Jeanne floats away from the statue, leaving Bayonetta alone to fight the deity. Bayonetta eventually defeats Jubileus by summoning [Queen Shiba](/wiki/Queen_of_Sheba), who punches the deity into the sun. As the statue left behind by Jubileus plummets towards Earth, Jeanne is revealed to be alive, and after destroying the last of the Jubileus statue, Bayonetta and Jeanne end up in a free-fall towards Earth; after surviving the descent, the epilogue shows them continuing to battle against the Angels.

## Development[[edit](/index.php?title=(none)&action=edit&section=5)]

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[Hideki Kamiya](/wiki/Hideki_Kamiya) directed development of *Bayonetta* at [PlatinumGames](/wiki/PlatinumGames) since January 2007,[[18]](#cite_note-18)[[19]](#cite_note-19) and the game was "more-or-less complete" by October 21, 2009.[[20]](#cite_note-20) The group developed for [Microsoft's](/wiki/Microsoft) [Xbox 360](/wiki/Xbox_360) game console, while [Sega](/wiki/Sega)—with Platinum Games's original data and support— handled [Nex Entertainment](/wiki/Nex_Entertainment) to [port](/wiki/Porting) the game to [Sony's](/wiki/Sony_Computer_Entertainment) [PlayStation 3](/wiki/PlayStation_3).[[21]](#cite_note-21) Kamiya had worked on previous games such as [*Devil May Cry*](/wiki/Devil_May_Cry_(video_game)), [*Viewtiful Joe*](/wiki/Viewtiful_Joe), [*Resident Evil*](/wiki/Resident_Evil_(1996_video_game)) and [its sequel](/wiki/Resident_Evil_2), and as such, the game makes occasional references to these games, as well as other [Clover Studios](/wiki/Clover_Studios) titles and various [Sega](/wiki/Sega) franchises, such as a minigame inspired by [*Space Harrier*](/wiki/Space_Harrier).[[22]](#cite_note-22)[[23]](#cite_note-23) Mari Shimazaki designed the game's characters to be "fashionable", with "subdued" features.[[24]](#cite_note-24) She designed the titular character to fulfill Kamiya's request for a modern, female witch that wears glasses and wields four guns,[[18]](#cite_note-18) and the two settled on her original concept for the character despite her work "over a year" on other concepts.[[25]](#cite_note-25) Bayonetta emerged as a long-haired, black-clothed witch with a [beehive hairdo](/wiki/Beehive_(hairstyle)) (in place of the traditional [pointy hat](/wiki/Pointy_hat)) and glasses (which Kamiya "really pushed for ... to differentiate Bayonetta from other female characters and give her a sense of mystery and intelligence").[[18]](#cite_note-18) Conversely, Shimazaki "didn't require a huge amount of effort" to design Bayonetta's short-haired, red-clothed rival Jeanne, who merely wears her glasses on her head above her eyes. She added plumes to Jeanne's handguns to add movement to the design, and thick makeup to Jeanne's face to "make [her] feel like something out of the 1960s". Though Shimazaki preferred Bayonetta, Jeanne turned out to be the more popular of the two witches among Kamiya and the development team.[[24]](#cite_note-24) Still, in an April 2009 interview, Kamiya called the former "in many ways ... my ideal woman".[[26]](#cite_note-26) Though the game's director "deliberately created *Bayonetta* from scratch" and has called its story "completely original", he has admitted using "some names from [Scandinavian mythology](/wiki/Norse_mythology)" and playing "about half of" [*Devil May Cry 4*](/wiki/Devil_May_Cry_4) for research.[[26]](#cite_note-26) As a fan of folk music, he also named Bayonetta's set of four handguns after the old English ballad "[Scarborough Fair](/wiki/Scarborough_Fair_(ballad))", and its individual guns Parsley, Sage, Rosemary and Thyme.[[27]](#cite_note-27)[[28]](#cite_note-28) Hiroshi Yamaguchi focused on composing music for the game that has a "nice up-tempo beat" and expresses femininity through female [choirs](/wiki/Choirs), pianos, and other [Template:" 'beautiful'](/wiki/Template:%22_') instruments"—though some tracks also use pure orchestra or [folk instruments](/wiki/Folk_instrument)[[29]](#cite_note-29)—while Kenichiro Yoshimura transformed Shimazaki's Bayonetta design into a game model and used the [digital sculpting](/wiki/Digital_sculpting) tool [ZBrush](/wiki/ZBrush) to create [normal maps](/wiki/Normal_mapping) for its details. He worked with Shimazaki on the model's makeup, referred to foreign models with similar bodies, and said "I really wanted to get Bayonetta's backside perfect. I guess I am into that sort of thing..."[[30]](#cite_note-30)[[31]](#cite_note-31) The language spoken by the Angels and for all Infernal Summons is [Enochian](/wiki/Enochian).[[32]](#cite_note-32) In restrospective, Platinum's president Tatsuya Minami stated *Bayonetta* was their best-selling title but commented the sales did not beat their expectations.[[74]](#cite_note-74) A few days before *Bayonetta*[Template:'s](/wiki/Template:'s) release, Japanese gaming publication [*Famitsu*](/wiki/Famitsu) awarded the Xbox 360 version a perfect 40 out of 40, a relatively rare occurrence that many consider prestigious. The PlayStation 3 version received a slightly lower rating,[[75]](#cite_note-75) criticized for its lesser visual quality, frame rate and control problems compared to the Xbox 360 version.[[76]](#cite_note-76)[[77]](#cite_note-77) [*Edge*](/wiki/Edge_(magazine)) awarded the game a score of 10 out of 10, praising the game's combat system for being both deep and based around clear rules which are immediately accessible and well-taught to the player. *Edge* singled out the upgrade from Normal to Hard difficulties as "where *Bayonetta* transitions from the great to the legendary," concluding, "it's difficult to recall another third-person actioner that feels so worth mastering."[[78]](#cite_note-78) [GamesRadar's](/wiki/GamesRadar) Nathan Irvine also gave the game 10 out of 10, calling it "nails ... the epic scale of everything that unfolds before your eyes and the manner in which it's delivered", believed it was better than [*God of War Collection*](/wiki/God_of_War_Collection), [*Devil May Cry 4*](/wiki/Devil_May_Cry_4), and [*Ninja Gaiden Sigma 2*](/wiki/Ninja_Gaiden_Sigma_2), and praised its "superb action" and humor (such as "Luka doing his best [*Assassin's Creed*](/wiki/Assassin's_Creed) impression by looking moody in an Altair/Ezio style hood"). However, he said "the only time anything makes sense with *Bayonetta*[Template:'s](/wiki/Template:'s) story is right at the end", and complained about some of the game's "insanely frustrating" [Quick Time Events](/wiki/Quick_Time_Event) (QTEs).[[79]](#cite_note-79) In contrast to Irvine, IGN UK's Martin Robinson said "it's not *Devil May Cry*, [*Ninja Gaiden*](/wiki/Ninja_Gaiden_(2004_video_game)) or [*God of War*](/wiki/God_of_War_(series)) that's the best point of reference but [*Super Mario Galaxy*](/wiki/Super_Mario_Galaxy)": he felt *Bayonetta*, like the Nintendo game, "loves to tinker with the player's sense of perspective, and fights that begin on street surface often wind their way up the surrounding walls."[[80]](#cite_note-80) Ryan Clements of IGN called the game "stylish, entertaining", and "unique", and its voice work "a bit campy but still extremely enjoyable", but said its "plot is all over the place" and "isn't as skillfully told as game stories like [*Mass Effect*](/wiki/Mass_Effect) and [*Uncharted*](/wiki/Uncharted).[[9]](#cite_note-9)[[81]](#cite_note-81) In his 360 version review, Clements called the game an "incredible work" with "final moments ... alone worth the price of admission", but said it sometimes exhibited minor "[screen tearing](/wiki/Screen_tearing) and slowdown, which happen during explorative sections and intense action sequences, respectively."[[81]](#cite_note-81) He said the PS3 version was "still a fun game" but had "a lot of problems, primary among them being the excessive slowdown and loading".[[9]](#cite_note-9) [Eurogamer](/wiki/Eurogamer) commented that "the result is a game that exemplifies so much of what commentators claim has died in the Japanese game industry. A blast of creative brilliance, both technically accomplished, strategically deep and infused with rare imagination, *Bayonetta* represents the pinnacle of its chosen niche."[[82]](#cite_note-82) However, [Gamearena](/wiki/Gamearena) criticized the depiction of the heroine and the game's lack of mass-market appeal: "Many people found *DMC* too campy and over-the-top, and *Bayonetta* makes it look monochrome in comparison. If you don't like the genre, *Bayonetta* will not change your mind."[[83]](#cite_note-83) [GameSpot's](/wiki/GameSpot) video review lamented duller graphics and inconsistent [frame rates](/wiki/Frame_rate) for its PS3 [port](/wiki/Porting).[[84]](#cite_note-84) The [Associated Press](/wiki/Associated_Press) review opined that "*Bayonetta* feels like a game that would have blown me away 15 years ago. (It even pays tribute to Sega arcade classics like *Space Harrier* and [*Hang-On*](/wiki/Hang-On).) While it introduces an exotic new vision, it doesn't give us anything to do except fight, and its strictly linear story prevents you from exploring its distinctive universe. It's high on style, but less than satisfying."[[85]](#cite_note-85) IGN UK announced that *Bayonetta* was their pick for the 2010 [Game of the Year](/wiki/Game_of_the_Year) (GOTY).[[86]](#cite_note-86) [Cliff Bleszinski](/wiki/Cliff_Bleszinski), former design director of [Epic Games](/wiki/Epic_Games), has stated that he is a fan of the game's "crunchy" game design. Later on, when asked what game in history he would liked to have worked on, he said *Bayonetta*.[[87]](#cite_note-87) Daan Koopman at [Nintendo World Report](/wiki/Billy_Berghammer), reviewing the Wii U version, rated the game an 8/10. Koopman stated "The original Bayonetta is still a glorious action game and time has not really changed that one bit." He also praised the addition of the Nintendo-themed costumes, for their humor and functions.[[88]](#cite_note-88)

## Sequel[[edit](/index.php?title=(none)&action=edit&section=13)]

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A sequel, *Bayonetta 2*, was announced in September 2012 as a [Wii U](/wiki/Wii_U) exclusive title to be published by [Nintendo](/wiki/Nintendo). The game, released in Japan in September 2014 and released in North America and Europe in October 2014, features a port of the original *Bayonetta*, which adds exclusive costumes based on Nintendo properties including [*Super Mario Bros*](/wiki/Super_Mario_Bros), [*The Legend of Zelda*](/wiki/The_Legend_of_Zelda), [*Star Fox*](/wiki/Star_Fox_(series)) and [*Metroid*](/wiki/Metroid), as well as touch screen controls and dual audio tracks.[[89]](#cite_note-89)[[90]](#cite_note-90)

## Other media[[edit](/index.php?title=(none)&action=edit&section=14)]

Bayonetta appears as a playable fighter in the Nintendo game [*Super Smash Bros. for Nintendo 3DS* and *Wii U*](/wiki/Super_Smash_Bros._for_Nintendo_3DS_and_Wii_U). The game features her original outfit from *Bayonetta* as an alternate outfit and incorporates most of her combo-esque attacks and wicked weaves, though faced moderate censorship as to keep with the game's age rating.[[91]](#cite_note-91)

## References[[edit](/index.php?title=(none)&action=edit&section=15)]

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