

# BAYONETTA

The image features the character Bayonetta from the video game Bayonetta. She is shown from the waist up, wearing her signature black and gold outfit. Her long, flowing black hair is a prominent feature. She is holding a large, ornate golden gun in her right hand, which is extended towards the viewer. The background is a dramatic, dark space scene with a large, glowing planet or moon in the distance, partially obscured by swirling dark clouds and light trails. The overall aesthetic is dark and cinematic.

SEGA

## PRECAUTIONS

- This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation3.
- Read the PlayStation3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:

For further information visit  
<http://www.pegi.info>



See back page of this manual for Customer Service Numbers.



## SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PlayStation®3 system, visit [eu.playstation.com](http://eu.playstation.com) or refer to the PS3™ system's Quick Reference document.

### PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content description are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

#### EU-ES-00669

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Thank you for purchasing BAYONETTA™. Please note that this software is designed for use with the PlayStation®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

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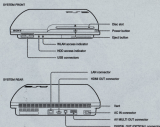
## Story

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 countless legions of angels assailing her... Fateful meetings drawing out lost memories... What lies ahead in wait for Bayonetta...?

# Getting Started



Please note illustration may not match all PlayStation®3 system types. For owners of system model numbers CECHCE3, CECHCE5, CECHCE6, please refer to the setup instructions supplied with your system.

## SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual.

At start-up, the power indicator will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the BAYONETTA™ disc into the disc slot with the label side facing upwards.

Select the  icon from the Home Menu. A thumbnail image of the software will be displayed.

Press the  button to commence loading. Do not insert or remove accessories until the power is turned on.

**PLEASE NOTE:** The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

**Note:** To use the controller, you must first register or "pair" the controller with the PlayStation®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Select your desired language via the System Home Menu.

Some models of the PlayStation®3 system do not include media slots. For specific features included, refer to the instructions for use of your of the PlayStation®3 system.

# 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.

## ENZO



## RODIN



A black and white illustration of a woman with long, flowing hair, wearing a dark, form-fitting outfit. She is in a dynamic, mid-air pose, holding a handgun in her right hand. Her hair is blowing in the wind, and she has a determined expression.

## 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.

A black and white illustration of a man with long hair, wearing a dark, long coat. He is in a dynamic, mid-air pose, with one arm raised and the other holding a small object. He has a determined expression.

## LUKA

A journalist who is chasing Bayonetta to expose her true identity. His fate is tied closely to that of Bayonetta, which involves much suffering. Unlike most journalists, he has a special gadget under 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.

# Controls

## QUICK CONTROLS



	MENU CONTROLS	ACTION CONTROLS
left stick / directional buttons	↑↓: Highlight menu item ←→: Change option	left stick: Move Bayonetta ↑←→ buttons: Use Items
right stick	-----	Move Camera
X button	Select menu item	Jump
Circle button	Cancel/Exit menu	Kick / Gun (hold down)
Triangle button	Cancel/Exit menu	Shoot / Action
Square button	-----	Punch / Gun (hold down)
SELECT button	Switch to Practice Mode (at load screen)	Game Menu (p.15)
START button	Select menu item	Pause Menu
L1 / R1 button	Select sub categories	L1 Taunt / R1 Lock-On
L2 button	-----	Change Weapons
R2 button	-----	Evade (Witch Time)



## WALK/RUN

Move Bayonetta by using the left stick. Push the left stick a little to walk or all the way to run. Note that while Lock-On (L1 button) is active, Bayonetta can only walk, not run.

## KICKS/PUNCHES & COMBOS

Greet nearby enemies by inflicting damage on them with a few kicks and punches. Holding the **○** or **□** button longer will allow Bayonetta to fire shots after a punch or kick to inflict additional damage. Countless variations of Combo attacks are also unleashed by successively pressing combinations of the **○** and/or **□** buttons.



## BULLET CLIMAX

Bullet Climax is triggered by moving the left stick in a circular motion, then pressing the **○** or **□** button repeatedly. Once it is activated, fire all around by rapidly pressing the **○** or **□** button while aiming with the left stick.



## HANDGUNS

Press the **○** 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 **R2** button to quickly back away from an overwhelming conflict. Using the left stick during this action will allow Bayonetta to acrobatically 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 **X** button to leap up into the air, then press the **X** button once more in mid-air to perform a double jump.

### ◆ Gravity Reset

Click on the **LB** button while Bayonetta is performing "Witch Walk" (walking up/down the wall) and in mid-air to quickly set her feet on the ground.



## LOCK-ON

Holding the **RT** button will automatically lock-on to a nearby foe. The locked target will be identified by a red lock-on mark.



## CAMERA

Use the right stick 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, use the **LB** button.

## CHANGE WEAPONS

Press the **L3** button 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 (p. 15) by pressing the SELECT button.



## TAUNT

Press the **LB** button to taunt nearby foes. The enemies can become more hostile, but Bayonetta can recover her magical power (Magic Gauge) in return.





# Wicked Attacks

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 the angels by summoning various devices from the underworld, which were once used to hunt the witches. These devices are infested with curses of slain witches that will magnify the power to terminate the angels.



## WICKED WEAVE

Wicked Weave techniques use Bayonetta's hair as a conduit to summon forth demonic entities. "Madam Butterfly" is a prime example of this attack, allowing her to call out gigantic arms and legs to physically pound her foes.



## 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 Inferno will inflict enormous amount of damage to your enemies. However, when this fails, the summoner may also be eaten alive.



# Starting Up

## PlayStation®3 SYSTEM

**Starting a game:** Before use, carefully read the instructions supplied with the PlayStation®3 system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Select your desired language via the System Home Menu. Insert the BAYONETTA™ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PlayStation®3 system's home menu, and then press the  button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**HINT:** To remove a disc, touch the eject button after quitting the game.

## SAVED DATA

Saved data for PlayStation®3 system (on a software) is saved on the system's hard disk. The data is displayed under "Saved Data Utility" in the Game menu.

**NOTE:** This title uses an auto-save feature. Please do not switch off the power while the game is auto-saving your progress.

## MAIN MENU

Press the START button at the Title Screen to bring up the Main Menu. Select one of the following modes:

<b>PLAY</b>	Start a new game or continue the game from one of the game saves (saved Chapters or most recently saved Checkpoint).
<b>OPTIONS</b>	Change various game settings.
<b>LEADERBOARDS</b>	Check the current online Leaderboards of this game via PlayStation®Network.
<b>EXTRA</b>	View the <b>Umbran Tears of Blood</b> (list of Trophies).

## DIFFICULTY

Difficulty is selected when you start a new game, but can be modified from the Submenu (see 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 favorable 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 **START** button to access the Submenu.

Select **Save** to save the game manually or check your saved games. An option to access the **Gates of Hell** (p. 16) is also available after Chapter 1. If you are ready to get down to business, select **Start** to proceed.



## SUBMENU

<b>CHAPTER SELECT</b>	Access the list of Chapters you've previously completed to replay a chapter.
<b>PLAY HISTORY*</b>	Browse all of your chapter/difficulty-based results.
<b>LEADERBOARD</b>	Access the online Leaderboards via PlayStation®Network.
<b>DIFFICULTY</b>	Adjust the difficulty level for the upcoming Chapter. Advanced levels are offered when their requirements are met.
<b>OPTIONS</b>	Access the various game settings from the Options screen (see p.12).
<b>RETURN TO TITLE SCREEN</b>	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.

# Options



## CONTROLLER

Controls	View the in-game controls.
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## CAMERA

Normal Camera Invert/Y-Axis	While this setting is <b>On</b> , pushing the right stick ↓ will move the camera angle down (and vice versa) when playing in third-person view. Switching this <b>Off</b> will reverse the camera controls.
Normal Camera Invert/X-Axis	While this setting is <b>Off</b> , pushing the right stick ← will pan the camera towards the right (and vice versa) when playing in third-person view. Switching this <b>On</b> will reverse the camera controls.
First-Person Camera Invert/Y-Axis	While this setting is <b>On</b> , pushing the right stick ↓ will move the camera angle down (and vice versa) when playing in first-person view. Switching this <b>Off</b> will reverse the camera controls.
First-Person Camera Invert/X-Axis	While this setting is <b>Off</b> , pushing the right stick ← will pan the camera towards the right (and vice versa) when playing in first-person view. Switching this <b>On</b> 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 <b>On</b> to optimise sound output for headphones.



## DISPLAY SETTINGS

Brightness	Adjust the brightness of the screen.
Subtitles	Turn the subtitles of the cinematic scenes <b>On</b> or <b>Off</b> .
Subtitle Language	Change the language of the subtitles.
Tutorial	Turn the tutorials of in-game controls <b>On</b> or <b>Off</b> .

# Screen Display

The game screen on the right 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 Torque Attacks (p.9).

## 3 VERSE

Since each stage is created 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 (p.16).

## 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 any of the directional buttons to display the three Item slots, then hold down the corresponding direction (←, →, ↑) to use the items, which are assigned from the Game Menu (p.15).

## 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 Inferno.

## 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  button to equip the weapon. Press the  button, 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 the **ESC** button to display the following sub-categories and use the directional buttons 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 **ESC** button 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 directional button (←) button 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.



## 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 **Ⓢ** button long enough to set the amount to 3, 10 or 15. When all of the ingredients are in the cauldron, moving the right stick in a circular motion will produce an item.



## FILES

Display the **FILES** menu to read articles in each book.

# The 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.



<b>WEAPONS</b>	An alternative version can also be purchased once the original is produced by Rodin.
<b>ACCESSORIES</b>	Purchase accessories with special effects to assist you. Up to two accessories can be equipped at one time.
<b>ITEMS</b>	Purchase items that are essential for survival. Note that these items can be accessed during combat with the directional buttons or used from the Game Menu.
<b>TECHNIQUES</b>	Expand Bayonetta's attack routines by purchasing additional techniques. There is an option to <b>TRY</b> the available techniques and learn the commands before your purchase.
<b>RODIN'S TREASURES</b>	A collection of these items will be available once certain conditions are fulfilled within the game.
<b>EXIT</b>	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 Golden LPs (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 Inferno. 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 (p. 16) 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 will allow her to evade in the direction it is tilted.

Press the **RT** button 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 towards an enemy twice and press **RT**/ Press **RT**, then push the left stick (once) and press **RT**



## HEEL SLIDE

Slide heel first up to an enemy from long distances.

Push the left stick towards an enemy twice and press **RT**/ Press **RT**, then push the left stick (once) and press **RT**



## GAME OVER & CONTINUE

The game is over when your HP Gauge is completely depleted. One can retry as many times as they 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 (p. 71). During this time, all of your surrounding enemies are defenseless, and the smaller ones 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 (E button). 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.



# 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 Paradise. Excelling in combat, Beloved is known for brilliant exploits in demonic battles.





## GRACE & GLORY

Grace, draped in flame, and Glory, controller of lightning, are the twin escorts of the Creator. They share a wild disposition, and are often depicted as gods of war, heroically leading the soldiers of Paradise into battle, with their giant, claw-like weapons being symbols of their ferocity.



## 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.



# Results & Scores

## RESULTS

A Results screen with the following information will be displayed whenever a Chapter is completed:



Medals	Medals you've earned for every Verse will be displayed.
Used Item	All of the items you've used in the Chapter will be displayed. <b>NO ITEM</b> will be displayed if you did not use any item.
Total Score	<b>Combo:</b> Cumulative Combo Points at completion. <b>Time:</b> Completion time. <b>Damage:</b> Cumulative damage.
Award	A trophy is awarded based on your overall performance. Platinum represents a high honour and Stone is rock bottom.
Award Bonus	Bonus points based on Award (Platinum, Gold, etc.) and other conditional bonuses such as "NO ITEM."

## LEADERBOARDS

If your system is connected to PlayStation®Network, 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.



# Customer Support

Please check  
[www.sega-europe.com/support](http://www.sega-europe.com/support)  
or call  
**0844 991 9999** (local rate)  
for details of product support in your region.

Register online at [www.sega-europe.com](http://www.sega-europe.com) for exclusive news,  
competitions, email updates and more.

## Warranty

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# BAYONETTA



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