**Important 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.

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**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
Controllers and Sound

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

![Controllers](image)

- 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:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Online Interaction in Games</strong></td>
<td>Restricts Miiverse features.</td>
</tr>
<tr>
<td><strong>Miiverse</strong></td>
<td>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.</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>NEW GAME</th>
<th>Select a difficulty level and then start playing the game from the beginning.</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOAD GAME</td>
<td>Continue playing from a point at which you saved the game.</td>
</tr>
<tr>
<td>CONTINUE</td>
<td>Continue playing from the last Checkpoint you reached.</td>
</tr>
</tbody>
</table>

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

**OPTIONS**

Adjust options such as controller and camera settings.
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.

<table>
<thead>
<tr>
<th>The Gates of Hell</th>
<th>Visit the bar owned by Rodin, the famed demon-smith, and do some shopping.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Save</td>
<td>Save your progress.</td>
</tr>
</tbody>
</table>

**Submenu**

Press  to display the Submenu.

<table>
<thead>
<tr>
<th>Chapter Select</th>
<th>Select a Chapter you've already cleared and play it again.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Costume Change</td>
<td>Change Bayonetta’s costume.</td>
</tr>
<tr>
<td>Difficulty</td>
<td>Change the difficulty setting.</td>
</tr>
<tr>
<td>Option</td>
<td>Adjust the game settings.</td>
</tr>
<tr>
<td>Return to Title Screen</td>
<td>End the game and go back to the title screen.</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Icon</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>🖤</td>
<td>Punch</td>
</tr>
<tr>
<td>🚿</td>
<td>Kick</td>
</tr>
<tr>
<td>🎯</td>
<td>Gun attack</td>
</tr>
<tr>
<td>🛡</td>
<td>Sword attack</td>
</tr>
<tr>
<td>🎯</td>
<td>Torture Attack</td>
</tr>
<tr>
<td>🍄</td>
<td>Chain of punches</td>
</tr>
</tbody>
</table>

#### Dodge Offset

If you are attacked while performing a combo, hold down one of the attack buttons (△ or □) and press □ 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).

Unleashing the Witch's Power

In addition to melee and ranged attacks, you can use several magical techniques that Bayonetta has at her disposal. 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.
When your vitality runs out, the game will end. Select YES to continue from the last Checkpoint.

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.
The amount of currency you have collected.

Halos
The section of the chapter you have currently progressed to.

Verse
Press ullah, ullah or ullah to display these.

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.

Item Slots
Press ullah, ullah or ullah to display these.

Magic Gauge
Fills up when you keep a combo going or use Witch Time. ♦ ullah
◆ Fill this gauge up to a certain level and you can unleash a Torture Attack. ♦ ullah

Vitality
Depletes when you take damage.
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.

Combo Counter

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

Enemy Vitality

Displayed when facing a particularly tough enemy.
You can use either button controls or touch controls.

### Moving

<table>
<thead>
<tr>
<th>Button Controls</th>
<th>Touch Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>/ / /</td>
<td>/ /</td>
</tr>
</tbody>
</table>

### 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.
Attack by firing Scarborough Fair.

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

Situation-Specific Controls

Pressing ✧ will perform different actions depending on the circumstances.

Shoot (usual function)

Attack by firing Scarborough Fair.

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

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.

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

Punch

Touch Controls

Touch the enemy

Attacks with the weapon equipped to your hands.

Kick

Touch Controls

Touch the enemy

Attacks with the weapon equipped to your feet.

Shoot

Button Controls

Hold or Touch Controls

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.
Attacking Using Touch Controls

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

A list of combos can be found in the Tome of Umbran Arts.

Attacking Using Button Controls

By pressing ③ and ④ 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.

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**

Press ‹, ›, or ‚

**Touch Controls**

Touch

**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.

**Change Weapon**

Touch

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

♦ Set up your equipped weapons in the Weapons Menu.
Tutorial
Riding a Motorcycle

♦ 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.

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.

Camera Controls

While using touch controls, touch the edges of the touch screen to display the , ,  and  icons.

Move Camera

Touch  (etc.)

Reset Camera

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.
Magical Techniques

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 ⊙ and □ 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 ⊙ 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 ⊕ to display the Game Menu. On this screen, use ⇓ and ⇑ to switch pages and ⇘ or ⇚ 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 ⌈ or touch the icons on the touch screen to switch between these two sets during combat.

Equipping Weapons

1 Select a weapon using ⇜ or ⇝, then press A.

2 The ○ on the left indicates your hands and the ○ on the right indicates your feet. Select where you would like to equip the selected weapon, then press A to confirm.

♦ Certain weapons can only be equipped to your hands or your feet.
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.
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.

<table>
<thead>
<tr>
<th>The Hierarchy of Laguna</th>
<th>Examine the angels you have encountered.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infernal Demons</td>
<td>Examine the infernal demons you have summoned.</td>
</tr>
<tr>
<td>Antonio's Notebook</td>
<td>Examine gathered notes.</td>
</tr>
<tr>
<td>Tome of Umbran Arts</td>
<td>Examine the combos and techniques you can use.</td>
</tr>
<tr>
<td>Rarities</td>
<td>Examine gathered Umbran Tears of Blood and Angelic Hymns Gold LPs.</td>
</tr>
</tbody>
</table>
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 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.
Compounds

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

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.
<table>
<thead>
<tr>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baked Gecko</td>
</tr>
<tr>
<td>Unicorn Horn</td>
</tr>
<tr>
<td>Mandragora Root</td>
</tr>
</tbody>
</table>
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.
IMPORTANT: This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

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.
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