



XBOX 360

XBOX
LIVE



SEGA

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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Thank you for purchasing *BAYONETTA™*. Please note that this software is designed for use with the Xbox 360 video game and entertainment system from Microsoft®. 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...?

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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 favorite 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



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.



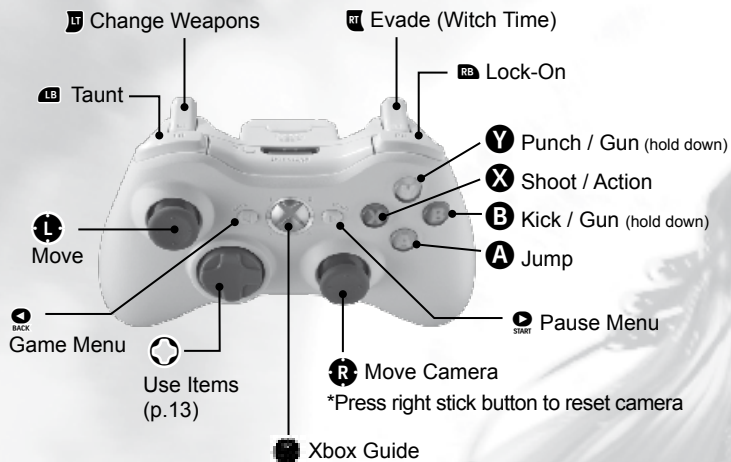
LUKA

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 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

The following button mapping represents the default controls of this game during action stages. Note that the button configuration can be viewed via Options (p.10).

XBOX 360 CONTROLLER



	MENU CONTROLS	ACTION CONTROLS
left stick / directional pad	↑↓ Highlight menu item ←→ Change option	⬇ Move Bayonetta ○ Use Items (p.13)
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 (p.13)
START button	Select menu item	Pause Menu
LB / RB	Select sub categories	LB Taunt / RB Lock-On
LT	-----	Change Weapons
RT	-----	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 (right bumper) 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 B or Y 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 B and/or Y buttons.



BULLET CLIMAX



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

HANDGUNS

Press the X 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 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 A button to leap up into the air, then press the A button once more in mid-air to perform a double jump.



* Gravity Reset

Click on the left stick 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 right bumper 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, click the right stick button.



CHANGE WEAPONS

Press the left trigger 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.13) by pressing the BACK button.



TAUNT

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

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. "Madama Butterfly" is a prime example of this attack, allowing her to call out gigantic arms and legs to physically pound her foes.

INFERNAL DEMONS

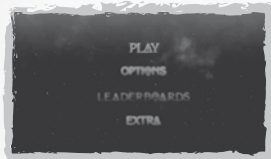
A monstrous attack triggered by an ancient chant that consumes plenty of magical power. When this attack is executed correctly, the demons from Inferno will inflict enormous amount of damage to your enemies. However, when this fails, the summoner may also be eaten alive.



Getting Started

MAIN MENU

Press the START button at the Title Screen, then select the storage device to bring up the Main Menu. Select one of the following modes:

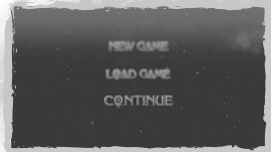


PLAY	Start a new game or continue the game from one of the game saves (saved Chapters or most recently saved Checkpoint).
OPTIONS	Change various game settings.
LEADERBOARDS*	Check the current online leaderboards of this game via Xbox LIVE®.
EXTRA	View the Umbran Tears of Blood (list of Achievements).

*Leaderboards cannot be accessed if the Xbox 360 console and your selected gamer profile are not connected to Xbox LIVE.

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 console while the game is auto-saving your progress.

DIFFICULTY

Difficulty is selected when you start a new game, but can be modified from the Submenu (see facing page) 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 right bumper 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** (p.14) is also available after Chapter 1. If you are ready to get down to business, select **Start** to proceed.

SUBMENU

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 (see p.10).
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.

HDTV SETTINGS

To display the game in high definition display modes, connect your Xbox 360 console to a TV with HDMI or component input using an Xbox 360 Component HD AV Cable or Xbox 360 HDMI AV Cable. If you are using the Xbox 360 Component HD AV Cable, slide the switch on the AV port to "HDTV." The HDTV position should be selected on the Xbox Dashboard if the TV supports HD resolutions such as 720p, 1080i, and 1080p.

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.
Controls	View the in-game controls.

CAMERA

Normal Camera Invert Y=Axis	While this setting is turned On , pushing the right stick ↓ 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 ← will pan the camera towards the 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 ↓ 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 ← will pan the camera towards the 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

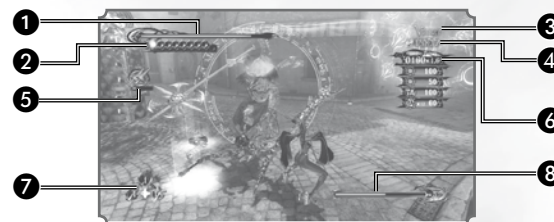
Effects Volume	Adjust the volume level of sound effects.
Music Volume	Adjust the volume level of background music.
Headphone Mode	Turn this On to optimize sound output for headphones.

DISPLAY SETTINGS

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

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 (p.7).

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 (p.14).

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 (**←**/**→**/**↑**) to use the items, which are assigned from the Game Menu (p.13).

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.

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.

CRYSTALLIZED COMPOUNDS

There are three crystallized 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 crystallized form. Revives one's magical power when obtained.



GREEN LAUREL

A laurel-shaped gem that contains vital essence in crystallized 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 to equip the weapon. Press the left stick 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.



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 right and left bumper to display the following sub-categories and use the D-pad 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 during combat to immediately toggle your two weapons set.



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 \blacktriangleleft 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 A button long enough to set the amount to 5, 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.

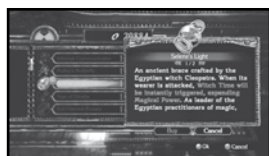
The famed demon-smith known as Rodin owns a special shop where you can purchase valuable goods. Enter the Gates of Hell from the Chapter Menu or one of the portals usually found between certain Checkpoints.



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 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.



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.

Here are some of the additional techniques that are available at the Gates of Hell (p.14) 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 right trigger 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 **Y** / Press **RB**, then push the left stick (once) and press **Y**

HEEL SLIDE

Slide heel first up to an enemy from long distances.



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

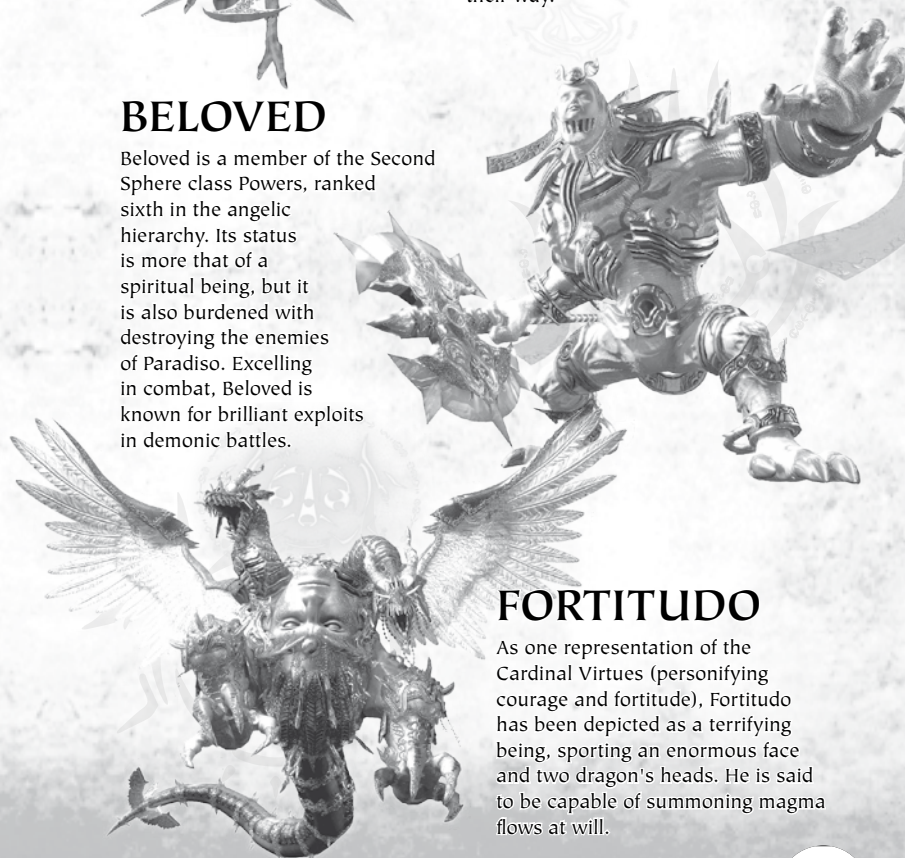


AFFINITY

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.

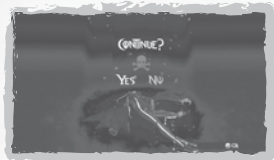


FORTITUDO

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.

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.5). During this time, all of your surrounding enemies are defenseless, 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). 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

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. NO ITEM will be displayed if you did not use any item.
Total Score	Combo: Cumulative Combo Points at completion. Time: Completion time. Damage: Cumulative damage.
Award	A trophy is awarded based on your overall performance. Platinum represents a high honor 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 console is connected to Xbox LIVE, 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.



Connect to Xbox LIVE

XBOX LIVE

Xbox LIVE brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

ACHIEVEMENTS

This game supports the Xbox LIVE Achievement system. As you play the game, you will earn points by fulfilling certain challenges, which will be credited to your profile as Gamerscore. Achieving all 50 of this game's achievements will add a total of 1000[Ⓒ] to your profile. To view how many you've achieved so far, select **EXTRA** from the Main Menu, then select **UMBRAN TEARS OF BLOOD** for the list of achievements.