

BAYONETTA



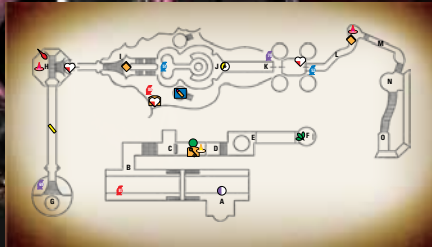
THE PERFECT WITCH GUIDE

IT'S WITCH TIME!

With a game—and a protagonist—this beautiful, it's easy to get caught up in the visual spectacle and lose sight of what needs to be done. This is your guide to slowing down the action in *Witch Time* and using all four limbs—and hair—to defeat an intimidating host of divine enemies. Follow us to hell—and back!

MAIN STORY WALKTHROUGH

Fight, spin, and shapeshift your way through each verse of every chapter in the game. Use our strategy to win epic battles and find all collectibles—including the Crows in all three difficulty modes!



LEVEL MAPS

Our detailed battle diagrams reveal precise locations of all Chests, Halos, Witch Heart Fragments, Journals, Arcade Bullets, Crows, Keys, and much more!



BOSS BATTLES & BESTIARY

Enemies with names like Affinity and Beloved may sound angelic, but trust us... these are horribly dangerous and crafty creatures. Rely on our expert tactics to overcome your foes—even the toughest bosses!

WEAPONS & ITEMS

A katana, a whip, and lots of guns—get to know the weapons in your arsenal. We also provide a comprehensive list of all items to collect throughout your adventure!

FIGHTING TACTICS

A complete moves list and all combo strings. Master both melee and long ranged attacks—including finishes, executions, and unique Torture Attacks!

PLUS:

Extras, unlockables, game basics, and a conceptual art gallery from the artists who created the game!



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The Gates of Hell



BAYONETTA

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BAYONETTA

THE 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 remained: 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 memories...

What lies ahead in wait for her?



BASICS

CONTROLS

XBOX 360®

BUTTON	ACTION CONTROLS	MENU CONTROLS
Left Stick/ Directional Pad	Move Bayonetta/Use Items	Up & Down Highlight menu item, Left Right Change option
Right Stick	Move Camera	—
A	Jump	Select menu item
B	Kick/Gun (hold down)	Cancel/Exit menu
X	Shoot/Action	Cancel/Exit menu
Y	Punch/Gun (hold down)	—
BACK	Game menu	Switch to Practice Mode (at load screen)
START	Pause menu	Select menu item
LB/RB	LB Taunt/RB Lock-On	Select sub categories
LT	Change Weapons	—
RT	Evade (Witch Time)	—

PLAYSTATION®3

BUTTON	ACTION CONTROLS	MENU CONTROLS
Left Stick/ Directional Buttons	Move Bayonetta/Use Items	Up & Down Highlight menu item, Left Right Change option
Right Stick	Move Camera	—
X	Jump	Select menu item
Circle	Kick/Gun (hold down)	Cancel/Exit menu
Square	Shoot/Action	Cancel/Exit menu
Triangle	Punch/Gun (hold down)	—
SELECT	Game menu	Switch to Practice Mode (at load screen)
START	Pause menu	Select menu item
L1/R1	L1 Taunt/R1 Lock-On	Select sub categories
L2	Change Weapons	—
R2	Evade (Witch Time)	—

DIFFICULTY

There are five difficulty settings to use while playing Bayonetta. Hard and Climax modes are unlocked after beating the game in Normal mode (unlocks Hard) and then beating Hard mode (unlocks Climax mode). You can change difficulty settings from the Title Screen, as well as through the Sub-menu from Chapter menus. One common change to all the difficulties is that Witch Time is easier to activate in easier modes. The following explains the differences in the difficulty modes.

VERY EASY MODE (AUTO)

Your mother could play this mode without dying. Health Gauge slowly auto-recovers after five seconds of no damage. There are no button inputs needed for the quick time events (such as jumping from falling buildings or bridges). Other functionalities are the same as Easy mode.

EASY MODE (AUTO)

This mode is easy to play just by button-mashing and not putting much thought into fighting and Evasion techniques. By default, the Magic Gauge size is doubled and damage does not reduce the amount of Magic obtained. Automatic attacks (you hone in on enemies when you press Punch or Kick) are set. Enemies are weakened with fewer HP, weaker attacks, and are less aggressive attacks. You are given Unlimited continues.

NORMAL MODE

Normal mode is, well... normal. This is the mode for which easy and more difficult modes are tweaked to make easier or more difficult. Read the other difficulty modes to see how they are different from Normal mode. This guide is written for Normal Difficulty; however, we have included tidbits from harder difficulties when it comes to enemy encounters and such.

HARD MODE

You'll die more often in this mode. Enemies are stronger, faster, and have more HP. Witch Time is a little more difficult to activate.

∞ (NONSTOP) CLIMAX MODE

This mode was designed to stop you from clearing the chapters. Witch Time is unusable. You can Evade, but no Witch Time will be triggered when it normally would during a close call. The only time Witch Time works is during the Battle Arenas with rules using Witch Time. Enemies are extremely aggressive and have the highest HP settings.



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, her 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 with physical 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.



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JEANNE

Often appearing along Bayonetta's course, she provokes with an icy stare. Wielding her own set of four black handguns, she is a sharp shooter capable of pursuing Bayonetta wherever she may be.

MOVES LIST

While the following list documents all the moves available in the game, refer to the Tome of Umbran Arts book in the inventory "Files" menu to find Special Techniques purchased from the Gates of Hell. Check out "Techniques" just below that to discover all the great moves available by equipping different combinations of weapons to the hands and feet. This menu also tracks how many times you use each of these moves.



COMBOS • = PAUSE P = PUNCH K = KICK

COMBO LIST NO.	COMBO
01	PKP
02	P • P
03	P • K
04	PPKP
05	PPKKK
06	PPKK • P
07	PPKK • K
08	PPK • K
09	PP • P (Shuraba uses PP • PPP)
10	PP • PPP (Shuraba only)
011	PP • P • P (Shuraba only)
012	PP • PP • P (Shuraba only)
013	PP • K
014	PPPKKK
015	PPPKP
016	PPPKK • P
017	PPP • P (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
018	PPP • K (sustain fire)
019	PPPPK (sustain fire) (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
020	PPPPP (sustain fire) (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
021	PPPPP (sustain fire) K (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
022	PPPP • P (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
023	KKK
024	KKKK (Odette only using KKK)
025	KK • P or KKK • P (Odette only)
026	KK • K (Foot Lt. Col. Kilgores only)
027	K • P
028	Rotate Stick + P
029	Rotate Stick + K
030	While holding RB (or R1 on PS3®) pull back and P
031	While holding RB (or R1 on PS3®) pull back and K



COMBO LIST NO.	AERIAL COMBOS
032	PPKP
033	PP • P (Nunchuk only)
034	PP • PPP (Shuraba only)
035	PPPKP
036	PPPKKK
037	PPP • P (Shuraba, Nunchuk only)
038	PPP • K (sustain fire)
039	PPPPK (sustain fire) (Not for Kulshedra, Durga (fire), Lt. Col. Kilgores)
040	PPPPP (sustain fire) (Not for Kulshedra, Durga (fire), Lt. Col. Kilgores)
041	PPPPP (sustain fire) K (Not for Kulshedra, Durga (fire), Lt. Col. Kilgores)
042	K
043	Rotate Stick + P
044	Rotate Stick + K
045	While holding RB (or R1 on PS3®) pull back and P
046	While holding RB (or R1 on PS3®) pull back and K

COMBO LIST NO.	HOLDING ATTACK BUTTON
050	P held
051	P held + Stick forward (Kulshedra)
052	P held + Stick backward (Kulshedra)
060	K held

SPECIAL MOVES

Stiletto	Double-tap Stick forward + P or hold RB + forward, P
Heel Slide	Double-tap Stick forward, K or RB + forward, K
Tetsuzanko	Stick back, then forward + P
Heel Stomp	Stick back, then forward + K
Breakdance	RT (or R2 on PS3®) held
After Burner Kick	K immediately after jump, or press RB
Air Dodge	Mid-jump Stick forward +K or hold RB (or R2 on PS3®)
Witch Twist	P while holding RT (or R2 on PS3®)
Umbran Portal Kick	K while holding RT (or R2 on PS3®)
Bat Within	Press RT (or RS on the PS3®) immediately after taking damage.
Crow Within	While in mid-air, press RT (or R2 on PS3®) twice quickly.
Umbran Spear	While in Crow form, press RB (or R1 on PS3®) twice quickly.
Beast Within	While moving, press RT (or R2 on PS3®) twice quickly.

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WEAPONS

Weapons are purchased from Rodin using LPs as currency. Some LPs are in pieces and you must find all the parts before a whole can be traded for a weapon in the Gates of Hell.

Access the EQUIP menu and select the Weapons side to change the weapons (hands and feet) for Set A or Set B. First select a weapon to equip and then select one of four slots—two slots on the top are for Set A and two on the bottom are for Set B. Press the left trigger (or L2 for PS3®) during combat to immediately toggle your two weapon sets.

Advanced players can acquire “special” weapons by performing certain tasks, which are explained here.

WEAPON	DESCRIPTION	GOLDEN LP LOCATION	EQUIP TO	NOTES	
	Scarborough Fair	Handguns	Prologue	Hands & Feet	—
	Onyx Roses	Shotguns	Chapter 1	Hands & Feet	—
	Shuraba	Katana	Chapter 2	Hands	This is the most versatile weapon available until Pillow Talk is obtained.
	Kulshedra	Whip	Chapter 3	Hands	Great for reaching flying enemies and damaging fire enemies.
	Durga	Claws	Chapter 5	Hands & Feet	Use Lightning against fire element enemies and vice versa. To switch elements, rotate the Left Stick clockwise while pressing Punch or Kick (depending on whether equipped to hands or feet).
	Odette	Skates	Chapter 8	Feet	Adds ice to special attacks. Great for moving around quickly without using Panther run.
	Lt. Col. Kilgore	Bazookas	Chapter 9	Hands & Feet	Great for taking out Dear, Decorations, and Enchants.
	Sai Fung	Nunchuks	—	Hands	Clear any one chapter in Normal mode 100 times.
	Bazillions	Laser Guns	Golden LP earned after clearing Hard mode	Hands & Feet	Very effective when all four equipped and break dance move performed. Experiment with moves to find different shooting options.
	Pillow Talk	Beam Saber	Golden LP earned after completing Climax mode.	Hands & Feet	Very powerful weapon. Press and hold RB (or R1 on PS3®) for shield. Press and hold Punch to increase size and attack strength temporarily.
	Mystery Weapon	Transforming Weapon	—	Hands & Feet	After collecting 10 million Halos, the Platinum Ticket becomes available in the Gates of Hell. Buy the ticket and then defeat Rodin in battle to acquire the weapon.

SPECIAL WEAPON ATTRIBUTES

EQUIPPED TO HANDS	EQUIPPED TO FEET	EFFECT
Durga (Fire)	Durga (Fire)	Undamaged by physical attacks on flaming enemies (flaming Affinities, flaming Ardors)
	Durga (Fire)	No damage from walking on lava, but only works against lava floors, not against lava spouts, flows, meteors and other traps.
	Durga (Lightning)	No damage from ground-based electrical attacks (like those from Glory, Glorious and others)
Durga (Lightning)	Durga (Lightning)	An additional effect of equipping these to the hands and feet is that no damage is taken from being submerged in electrified water (like the battle at the end of "The Broken Sky"). To do this you must purchase the alternative Durgas from the Gates of Hell.
	Odette	Attacking the same enemy repeatedly encases them in a block of ice that can be picked up and thrown. Also, lava can be skated across without damage and water can be skated across without freezing.

TECHNIQUES: TOME OF UMBRAN ARTS

Not only can you press the BACK (or SELECT for PS3®) button during load screens to practice the numbered combos, but you can also enter the Tome of Umbran Arts book in the inventory "Files" menu and discover unique moves for each of the basic weapon combinations. This menu also tracks how many times you used each of these moves! Peruse the move options with different weapon combinations and read the descriptions to see if you're interested in making one a new favorite.



JEANNE'S WEAPONS

When you play as Jeanne, all of Bayonetta's weapons you've unlocked have equal counterparts. The following list describes Jeanne's arsenal:

JEANNE'S WEAPON	COMPARABLE BAYONETTA WEAPON	NOTES
All 4 One	Scarborough Fair	Handguns
Garnet Roses	Onyx Roses	Shotguns
Angel Slayer	Shuraba	Katana
Vritra	Kulshedra	Whip
Karen	Odette	Skates
Kali	Durga	Claws
Col. Slade	Lt. Col. Kilgore	Bazooka
Tang Lung	Sai Fung	Golden LP obtained after beating any one chapter in Normal mode 50 times
Bazillions	Bazillions	Laser Guns
Bloody Moon	Pillow Talk	Red Beam Saber
Mystery Weapon	Mystery Weapon	Transforming Weapon



ITEMS

Items are found inside of breakable items such as statues, benches, vases, chests, windows, and most any object that can be broken. Enemies also drop items once they are defeated.

ITEM	DESCRIPTION	NOTES	
	Halo (Large)	500 Currency	—
	Halo (Med)	100 Currency	—
	Halo (Small)	10 Currency	—
	Baked Geko	Concoction Item (yellow)	—
	Unicorn Horn	Concoction Item (Red)	—
	Mandragora Root	Concoction Item (Green)	—
	Green Laurel (Tiny)	Tiny Health Restoration	—
	Green Laurel (Small)	Small Health Restoration	—
	Green Laurel (Medium)	Medium Health Restoration	—
	Green Laurel (Large)	Large Health Restoration	—
	Purple Butterfly (Small)	Magic Gauge fills 4 units	—
	Purple Butterfly (Large)	Magic Gauge filled (8 units)	—







HOTKEY EQUIPPED ITEMS

ITEM	DESCRIPTION	NOTES	
	Bloody Rose Lollipop (Small)	Attack Power x2	—
	Mega Bloody Rose Lollipop	Attack Power x2	Lasts much longer than small version.
	Yellow Moon Lollipop (Small)	Invulnerability	—
	Mega Yellow Moon Lollipop	Invulnerability	Lasts much longer than small version.
	Green Herb Lollipop (Small)	Health Restoration	—
	Mega Green Herb Lollipop	Health Restoration	Lasts much longer than small version.
	Purple Magic Lollipop (Small)	Magic Gauge Filled	—
	Mega Purple Magic Lollipop	Magic Gauge Filled	Lasts much longer than small version.
	Magic Flute	Horn	Instantly defeats some angels during battle.

OTHER ITEMS

ITEM	DESCRIPTION	NOTES
	Red Hot Shot Instant Resurrection after death.	—
	Arcade Bullet Used in Angel Attack arcade game.	Arcade Bullets also appear in chests and other objects that contained significant items the first time clearing the chapter.
	Witch Heart Increases the limit of your vitality.	You can purchase these from The Gates Of Hell or find broken ones during your adventure. Four broken Witch Hearts are needed to make one Witch Heart.
	Moon Pearl Increases the limit of your Magic Gauge.	You can purchase these from The Gates Of Hell or find broken ones during your adventure. Two broken Moon Pearls are needed to make one Moon Pearl.
	Blue Witch Heart Increases vitality limit.	This is a bonus item earned at the end of a chapter for a job well done. Only applies to one chapter, then the effects are gone.
	Gold Moon Pearl Magic Gauge automatically replenishes two units; good for only one chapter.	This is a bonus item earned at the end of a chapter for a job well done. Only applies to one chapter, then the effects are gone.
	Antonio's Notebook Collection Item	There are 27 throughout the environments. Collect them all and number 28, "To My Beloved Son," is automatically shown in the "File" in the Inventory menu.
	Umbran Tears of Blood Collection Item	There are 101 total; 50 are found through Achievements (Trophies) and 51 are found in the environment in Normal, Hard, and Climax difficulty modes.

ACCESSORIES

ITEM	DESCRIPTION	NOTES
	Sergey's Lover Summon alter ego.	Divides you into two beings.
	Infernal Communicator Summon Little Devils.	—
	Pulley's Butterfly Guardian Butterfly	Absorbs attacks so you don't.
	Selene's Light Activates Witch Time when Bayonetta takes damage as long as she has Magic Power.	—
	Star of Dinéta Taunt causes health restoration.	—
	Evil Harvest Rosary Evasion upon attack	When dodging incoming danger, the beads launch a magical counter-strike against the attacker.

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ACCESSORIES (CONTINUED)






ITEM	DESCRIPTION	NOTES	
	Gaze of Despair	Taunt	—
	Moon of Mahaa-Kalaa	Push the left stick toward an enemy as it is about to attack to block. Pushing the stick the instant you are attacked additionally allows you to counterattack.	—
	Eternal Testimony	Magic Gauge auto-restoration (if Magic Power is less than 2 gauges full)	Collect 50 Umbran Tears and this becomes available in the shop.
	Immortal Marionette	Automatic	Clear the game on either Easy Difficulty modes, then enter the shop in Normal or above to purchase.
	Bracelet of Time	Witch Time operation	Clear the game on Normal or above in a set amount of time.
	Climax Brace	All attacks cause giant hand/foot summons.	Collect 101 Umbran Tears and this becomes available in the shop.

ANGELIC HYMNS GOLDEN LPs

ITEM	DESCRIPTION	NOTES	
	Trois Marches Militaires	Exchange for Onyx Roses in Chapter 1.	—
	Quasi una Fantasia	Exchange for Shuraba in Chapter 2.	—
	Fantaisie-Impromptu	Exchange for Kulshedra in Chapter 3.	—
	Sonate in DK.448	Exchange for Durga in Chapter 5.	—
	Les Patineurs Waltz op.183	Exchange for Odette in Chapter 6.	—
	Walkurënritt	Exchange for Lt. Col. Kilgores in Chapter 9.	—
	Messiah, HWV.56	Exchange for Sai Fung.	L.P. received after clearing a chapter in Normal mode 100 times (50 times for Jeanne).
	Mars, The Bringer of War	Exchange for Bazillions.	L.P. received after clearing Hard mode.
	Jupiter, The Bringer of Jollity	Exchange for Pillow Talk .	L.P. received after clearing Climax mode.



PERFUMES (RODIN'S TREASURES)

ITEM	DESCRIPTION	NOTES
 Umbran Elegance #01 (Purple)	Kulshedra Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Kulshedra is selected.
 Umbran Elegance #02 (Green)	Lt. Col. Kilgores Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Lt. Col. Kilgores are selected. Costume is more complete when equipping Lt. Col. Kilgores to hands and feet.
 Umbran Elegance #03 (Blue)	Odette Tutu Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Odette is selected.
 Umbran Elegance #04 (Yellow)	Sai Fung Costume	Purchased from the Gates of Hell. Made available after unlocking Sai Fung (see Bayonetta weapons). Equip it to automatically change costumes when Sai Fung is selected.
 Umbran Elegance #05 (Red)	Durga Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Durga is selected. When equipped to hands, devil horns appear. When equipped to feet, devil tail appears. Costume changes element type depending on the selected Durga element.

COUTURE BULLETS

 Super Mirror	One extra Costume	Becomes available in the shop after clearing Normal mode. "Costume Change" becomes available in the submenu to change costumes that are unlocked by purchasing Couture Bullets. Ambran Komachi kimono costume is available from the beginning.
 Super Mirror (Jeanne)	One extra Costume	Becomes available in the shop after clearing Normal mode with Jeanne.
 P.E. Uniform	Becomes available after acquiring the Super Mirror.	—
 D'Arc	Becomes available after acquiring the Super Mirror.	—
 Various	Becomes available after acquiring the Super Mirror.	—
 Old	Becomes available after acquiring the Super Mirror.	—
 Umbra	Becomes available after acquiring the Super Mirror.	—
 Nun	Becomes available after acquiring the Super Mirror.	—
 Queen	Becomes available after acquiring the Super Mirror.	—

SPECIAL ITEM

ITEM	DESCRIPTION	NOTES
 Platinum Ticket	Ticket for battling Rodin	Becomes available after collecting 10 million Halos.

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GATES OF HELL

Weapons, Accessories, Items, Rodin's Treasures, and Techniques can all be obtained in the Gates of Hell. Gates of Hell portals can be found in almost every chapter, and sometimes you can find more than one portal into Rodin's underworld shop. All of the items in the various shop categories are listed in the previous items lists, but we haven't covered Techniques until now...



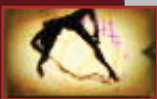
CHAPTER START MENU

In between chapters you have the opportunity access a number of features without having to quit and return to the Title menu. You can enter the Gates of Hell from the Chapter Start menu; it's the first of the three options available at the bottom of the screen: Gates of Hell, Start, and Save. By pressing the RB (or R1 for PS3®) button while on the Chapter Start menu, you can also access Chapter Select, Costume Change (when Super Mirror is unlocked and purchased), Play History (unlocked after completing the game once), Difficulty, and Option.



TECHNIQUES

Most techniques are available from the beginning of the game in the Gates of Hell shop. Bat Within, Crow Within, and Umbran Spear are unlocked as you progress through the game. You must purchase techniques using the Halos you've collected. Once purchased, these "special" Techniques can be turned on and off through the Tome of Umbran Arts book in the Inventory menu.



AIR DODGE

Dodge an enemy attack by pressing RT (or R2 for PS3®) while in mid-air.



STILETTO

Slash into an opponent with incredible quickness, and deliver a devastating thrusting attack. Can also be performed in mid-air. Press Left Stick toward an enemy twice quickly + Punch. Can also be executed by holding RB (or R1 for PS3®) and pressing toward an opponent with Left Stick + Punch.



HEEL SLIDE

Slide heel first up to an opponent from long distances. Press Left Stick toward an enemy twice quickly + Kick. Can also be executed by holding RB (or R1 for PS3®) and pressing toward an opponent with Left Stick + Kick.



TETSUZANKO

Charge into an opponent at short-range using your back. A Wicked Punch is also summoned, depleting your Magic Gauge. Can also be performed in mid-air. While moving Left Stick backward to forward, press Punch.



HEEL STOMP

Add insult to injury by slamming your heel into a downed enemy. A Wicked Kick is summoned, depleting your Magic Gauge. While moving Left Stick backward to forward, press Kick.



BREAKDANCE

Do the splits, then spin your outstretched legs in this lunging kick attack. Equipped firearms are discharged during this attack. Can also be performed in mid-air. Hold down RT (or R2 for PS3®). Movement is possible during this attack, so move toward the enemy as you spin for the most damage.



AFTER BURNER KICK

Light the fires and kick your enemies with a mid-air dash kick. Ascending: Press Kick immediately after executing a jump. Descending: While jumping, press Left Stick in any direction + Kick, or press RB (or R1 for PS3®).



WITCH TWIST

Launch into the air with a spinning punch. Can also be performed in mid-air. A Wicked Punch can also be summoned, depleting your Magic Gauge. Press Punch while holding RT (or R2 for PS3®).



UMBRAN PORTAL KICK

Open up a magical portal, warping above your opponent's head and delivering a devastating kick. A Wicked Kick can also be summoned, depleting your Magic Gauge. Press Kick while holding RT (or R2 for PS3®).



BAT WITHIN

Unleash the Bat Within, transforming yourself into a flock of scattering bats, mitigating any damage you've take. Press RT (or R2 for PS3®) immediately after taking damage. When playing as Jeanne, the bats are moths, just as Bayonetta's panther transformation is Jeanne's lynx.



CROW WITHIN

Unleash the Crow Within, transforming yourself into a crow and temporarily gaining the power of flight. While in mid-air, press RT (or R2 for PS3®) twice quickly. The crow can fire feather projectiles by pressing the Kick or Punch buttons when Magic Orbs are available. Flight can be sustained up until the crow meter on the left side of the screen is emptied. When playing as Jeanne, the crow is an owl.



UMBRAN SPEAR

While in Crow form, dive into a nearby enemy. Depletes Magic Gauge. Press RB (or R1 for PS3®) twice quickly.

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CONCOCTING WITCH'S BREWS

Put all those items you've collected to good use by creating a witch's brew that produces results you can use in battle. Items created by concocting ingredients together can be very helpful for getting you out of tight situations, but be aware that when playing for points, using items will count against you when your score is tallied at the end of the battle and at the end of the chapter.



ANTONIO'S NOTEBOOK, "A WITCH'S BREW"

The concoctions option becomes available only after you've located Antonio's journal, "A Witch's Brew" in Chapter 1, Verse 7.

CREATED ITEM	RECIPE
Green Herb Lollipop (small)	10 Mandragora Roots
Mega Green Herb Lollipop	15 Mandragora Roots
Bloody Rose Lollipop (small)	10 Unicorn Horns
Mega Bloody Rose Lollipop	15 Unicorn Horns
Yellow Moon Lollipop (small)	10 Baked Geckos
Mega Yellow Moon Lollipop	15 Baked Geckos
Purple Magic Lollipop (small)	5 Mandragora Roots + 5 Unicorn Horns
Mega Purple Magic Lollipop	10 Mandragora Roots + 5 Unicorn Horns
Magic Flute	10 Mandragora Roots + 10 Unicorn Horns +10 Baked Geckos

WITCH'S RECIPES

To concoct items into special lollipops with enhanced effects, enter the Items menu (only accessible while playing a chapter) and press Right on the D-pad (or Directional Button for PS3®) to access the concocting wheel. When you do this, a Witch's Recipes guide lists the Items you can produce on the left side of the screen. The left column indicates the items you are trying to create, while the right column provides the recipe. The Recipe key is located in the top-right corner. Each icon in the required number of ingredients is equal to five of that given ingredient type. For example, one Laurel icon is equal to five Laurels when you select it on the right side of the screen.

Turn the ingredient wheel pressing the D-pad or Left Stick up or down. Add ingredients to the selected ingredient (the one on the far left of the wheel is the one selected) by pressing the Jump button (concoct). If you messed up the recipe, then press the Punch (reset) button to drain the ingredient gauge completely. Once all the ingredients are in place, rotate the Right Stick until the concoction is complete. The new item is added to the Items side of the menu and can be used instantly or set to the in-game shortcut key, which is accessed by pressing the D-pad (or Directional Button for PS3®) while playing. To use an item on the shortcut key, press and hold the direction the item is assigned to until the item glows and is used.

ENEMIES

AFFINITY

HALOS CARRIED	100 (SPEAR, FLAIL, TRUMPET), 200 (HORN, FIRE)
WEAPONS	SPEAR, FLAIL, TRUMPET, HORN

Servants of heaven that populate the lowest of the angelic hierarchy, a Third Sphere rung known simply as angels. Humans with deep faith often feel these angels closest to their hearts. 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. The religious articles they equip are all tools used to further their conviction to protect the righteous and can become powerful up weapons used to strike down those with sullied hearts.



APPLAUD

HALOS CARRIED	300
WEAPONS	SPEAR & BOWS

While still a member of the Third Sphere, Applauds are one step above Affinities, and thus known as Archangels. Occupying the eight position within the nine-level angelic Hierarchy, Arch angles are still considered close to the physical world, and often come into contact with human kind. It is said that devoted prayer on the part of believers can call upon a flock of angels to come to one's aid.

ARDOR

HALOS CARRIED	400, 800 (FIRE)
WEAPONS	BROADSWORD

The highest-ranking member of the Third Sphere, Ardor are christened with the rank of Principalities. Presiding over the protection of the masses from evil spirits, they are equipped with a shield and armor of proof. Wielding the power of Paradiso on those who encroach upon happiness, Ardor are recipients of much adoration from those seeking salvation.

BELOVED

HALOS CARRIED	700 (NORMAL), 1000 (GIANT), 500 (WATER)
WEAPONS	BATTLEAXE

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. While still considered amongst the lower closes of angels, Beloved's power is of a far higher-order than that of a human, and even those with strong spiritual powers are seldom afforded the chance to meet this being. Excelling in combat, Beloved are known for brilliant exploits in demonic battles.

BRAVES

HALOS CARRIED	500 (NORMAL), 1500 (CHERUB)
WEAPONS	BATTLE AXES

It can be said that Braves are capable of carrying God upon their shoulders. Moving in groups of three, each Brave wears the halo of the Second Sphere Powers upon its head; however, when necessary, Braves can combine three of their bodies into one true form, a First Sphere Cherubim. Boasting the most brute strength of all the inhabitants of Paradiso, an unknown number of evils have faced judgment at the hands of Braves.

DEAR & DECORATIONS

HALOS CARRIED	50 (DEAR), 30 (DECORATIONS), 300 (DEAR & DECORATIONS)
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With limited spiritual powers, this angel is spotted comparatively frequently within the physical, human world. Dears, with their dignified faces, are surrounded by the countless child-like faces of their Decorations. Capriciously firing arrows, they're often mistaken for Cupid. It is said that one of their arrows, shot through the heart of a believer, can be as infatuating as the goddess of love.

ENCHANT

HALOS CARRIED	50
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An angel shaped like a cart wheel. The impetus behind this fateful form was the Creator's desire to craft an angel designed to compel humanity to continue its struggle and feel no satisfaction at surpassing others. Enchants protect the field of God from human encroachment and are further responsible for passing communications to Paradiso and correcting the trespasses of humanity.

FAIRNESS

HALOS CARRIED	600
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A Virtue charged with the administration of miracles, it is wrapped in flames when appearing in the physical world, a power emblematic of its courage. A torrent of flame blazing as bright as the sun, these flames become the light that burns away darkness from those who receive the graces of Fairness. However, for those out of the angel's good graces, they are the fire and brimstone of destruction.

FEARLESS

HALOS CARRIED	600
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Fearless are classified as Dominions, the fourth rank amongst the hierarchy of angels. Controlling the lightning feared by many as the instrument of divine justice, Fearless make known the majesty of God to the masses. Almost all of the naturally occurring lightning in the world is a result of the actions of these angels. It is said that divine wrath against gluttons is released in the lightning flash, as the thunder signals heaven's roar.

GOLEM

HALOS CARRIED	1500
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Long ago, to protect their homeland from invasion, the Umbra and Lumen came together to develop a giant weapon. Only the Lumen and Umbra knew the secrets to controlling its enormous form, causing it to transform into monsters capable of attacking foes. The Golem would become more powerful in accordance to its master's strength. The Golem's control center is its core, which receives the orders of its master. It is the weak point of the device. Numerous Golems were constructed in case of war, but were secreted away in another dimension. Now, even 500 years after the two clans' destruction, Golems remain hidden away, still under their master's orders.

GRACE & GLORY

HALOS CARRIED	400 EACH
WEAPONS	CLAWS

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 Paradiso into battle, with their giant, claw-like weapons being symbols of their ferocity. Humanity recognizes the increased spiritual power of twins, a power that comes from the blessings of Grace and Glory. Unfortunately, their unlikely pairing reveals their weakness: flame vs lightning.

GRACIOUS & GLORIOUS

HALOS CARRIED	2000 EACH
WEAPONS	CLAWS

Within the nine ranks of the angelic hierarchy, the highest-ranking Seraphim are charged with governing the love and zeal for the Creator. The pure white armored Gracious and the black armor-clad Glorious are often sighted in pairs; however, their existence itself remains legend, subject to rumors of varied veracity. Supposedly gifted with incredible god-like powers, there are no records of Gracious or Glorious appearing on the battlefield of evil; however, it is said this is because a mere taste of their power is enough to destroy the world, devastating all its path for both the record and the record-keeper.

HARMONY

HALOS CARRIED	200
WEAPON	A CHAINSAW IS OBTAINED AFTER PERFORMING A TORTURE ATTACK ON A HARMONY

Within the Second Sphere Dominions, whose name imparts feelings of control, sovereignty, and governance, the angels named Harmony stand as a special symbol of peace. When appearing in our world, it is said that humans experience their presence as an aurora-esque light; however, when viewed from Purgatorio, one would see Harmony embracing humans with their outstretched, fin-like wings. Often pictured holding a trident and floating through the skies, Harmony are tasked with defense of the heavens, even within Paradiso itself.

INSPIRED

HALOS CARRIED	400
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Inspired are members of the angelic First Sphere, in the rank known as Thrones. Those in this class are spiritual beings of the highest order, never meeting directly with humanity. Works of art have depicted them as flaming wheels; however, artists of true inspiration have pictured inspired as a long snake-like body circling upon itself. It is often thought that Inspired act as a wheel, holding up the chariot of the beloved God. In truth, Inspired are actually fighting alongside their angelic cohorts, randomly swallowing up the followers of darkness.

JOY

HALOS CARRIED	1000
WEAPONS (NOT OBTAINABLE)	GUNS, WHIPS

Joys are members of the Seraphim class within the angelic hierarchy's First Sphere. These beings have broken free of any physical conception of form and have become truly spiritual. Their body is as free as a flowing river, and it takes shape only on a temporary basis. Joy may take the shape of the human feminine form, but the Seraphim can also shape-shift, or even separate into multiple sentient forms, as will.



KINSHIP

HALOS CARRIED	300
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Kinship, as one of the Second Sphere Powers charged with defeating evil beings, is responsible for transporting the forces of Paradiso onto the battlefield. Leading countless angles to the front lines, catching sight of Kinship's magnificent flying appearance is analogous to many as the arrival of true happiness. It is thought that Kinship is the angelic manifestation of the ark that saved a foolish human race from the devastating flood described in The Book of Creation within the scriptures of Ithavoll.

FORTITUDO/COURAGE

HALOS CARRIED	FORTITUDO; 0 (CHAPTER 1), 0 (CHAPTER 2), 10000 (CHAPTER 4), COURAGE; 1000
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Amongst the spiritually powerful of the Middle Ages, it was through Paradiso held for all a Divine Will, and as a result, they developed heavenly logic. The concept of the "Cardinal Virtues" was born of this logic, and classifies Paradiso's Divine Will into four broad groups. These Cardinal Virtues occasionally become physical manifestations of the great intentions of Paradiso, and are known as the Laguna, inspiring awe in the masses. 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.

TEMPERANTIA/TEMPERANCE

HALOS CARRIED	TEMPERANTIA; 10000, TEMPERANCE; 1000 (CHAPTER 10), 1500 (CHAPTER 15)
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Temperantia, the true embodiment of the Cardinal Virtue of temperance, is often illustrated as an epic giant. Its body rising like a castle, Temperantia possesses two tree-like arms; a composed figure said to illustrate the total reverence in which the Laguna are held by the faithful. When the true power of the virtue of Temperance is laid upon our world, it is said to come as a tornado, capable of swallowing an entire country. Humans are helpless to guess at the impetus behind Divine Will, whether it be anger or happiness, and are left only with prayers and promises of personal temperance if only the heavens should make the storm subside.

IUSTITIA/JUSTICE

HALOS CARRIED	IUSTITIA; 20000, JUSTICE; 1500
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Within Paradiso's Divine Will, also known as the Cardinal Virtues, Lustitia, or Justice, is known to take a particularly strange physical manifestation. A large mass covered with numerous faces, and extending outwards via countless tentacles, Lustitia could easily pass for a demon. This may be due to the fact that those depicting the angel are filled beyond comprehension with awe at the sheer difficulty of encouraging justice in the world. Among Paradiso's Divine Will, there are those who believed that Lustitida is the closets of the Cardinal Virtues to hell. Justice is said to be based upon rules established by man, to be followed by man, and changing one's viewpoint can lead to a change in what is evil. This uncertainty may be manifestation of the existing folklore and depictions of Lustitia.

SAPIENTIA/PRUDENCE

HALOS CARRIED	SAPIENTIA; 25000, PRUDENCE; 2000
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Artists have often depicted the Cardinal Virtue of Prudence, Sapientia, as a marine animal roaming the depths of the sea. This is likely due to the human disposition to characterize the sea as the source of all life, a veritable fountain of prudence and wisdom. It is also thought that Sapientia is responsible for the rise and fall of the tides, and natural phenomena such as tsunamis. The grand idea that the living seas could be nothing other than Divine Will at work is actually evidence of Sapientia's narcissism, even amongst the other Cardinal Virtues. When a man born as a slave led his people to freedom from ruling oppression, it is said that it was only Sapientia's favor that parted the seas and allowed for their escape.

FATHER BALDER

HALOS CARRIED	30,000
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A tyrant of a man, motivated purely by self interest, who 500 years ago incited the witch hunts, annihilating not only the Umbra Witches, but also his fellow Sages. Balder also used his magical abilities to take control of the captured Jeanne. Named after the Norse God of Light, Balder showed promise in becoming a powerful Lumen Sage; however, he broke his clan's one unbreakable tenet of faith, consorting with an Umbra Witch, begetting a child. It was all a ruse to take possession of The Eyes of the World, the overseers of history that had previously been equally divided amongst the clans. During the following 500 years, Balder gathered the devotion of his pious followers. Now his ambitions have reached their climax, placing the last remaining Sage on the cusp of a universe anew, as he and Bayonetta, bearing his own very blood, become The Eyes of the World to resurrect Jubileus, the Creator, and unify the Trinity of Realities.

JUBILEUS

HALOS CARRIED	100,000
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The true name of Jubileus, as recorded myth, is actually constructed from unutterable syllables. This is because humans remain incapable of capturing her true glory, as she is the total embodiment of Divine Will. Humanity, bound to the physical world, was forced to depict and describe her in its own tongue. It is supposed that humanity selected the name Jubileus, taken from the word Jubilee, meaning celebration or rejoicing, in an attempt to run Divine Will into worldly happiness via repeated recital of her name. As a result of the cataclysmic events of the ancient First Armageddon of which she sat at the very apex, Jubileus was forced into dominion over the world of Paradiso, governor of the light amongst the Trinity of Realities, and put into an endless slumber. It was from this point that the forces of light and dark began their endless battle for hegemony. The resurrection of Jubileus will trigger a reunification of the Trinity of Realities, fulfilling the desires of not only the forces of light, but also a centuries-old prayer said by those seeking divine intervention.



WALKTHROUGH



PROLOGUE

THE VESTIBULE

INTERACTIVE OPENING CINEMATIC

Bayonetta's opening cinematic is a stunning and graphically mesmerizing introduction to the game. These dazzling visuals are pervasive throughout the gameplay experience. It's often easy to get caught up in the spectacle of what you're seeing and overlook the fact that you can actually take control and participate in the epic battle that unfolds between the two Umbra Witches, Bayonetta, and Jeanne and the Lumen Sages, controllers of the light.



You cannot die in this opening challenge; indeed, you do not even have an on-screen health gauge. As such, it's a great opportunity to get a feel for controlling Bayonetta while discharging your firearms at some angels and unleashing a variety of punch/kick combos on the enemy.

The conflict rages on as Bayonetta and Jeanne fight for darkness and the Lumen Sages defend the light to maintain a balance in the passage of time. It's a losing battle for the angels as the balance of war leans toward darkness.

The fray continues from the falling, broken clock tower as Bayonetta flings herself to another tumbling piece of space debris. Keep practicing new combos on the angels while fighting alongside Jeanne. Although it's early in the game and you're still dealing with the learning curve, all basic combos and special hair summon attacks are available to you. See how many you can pull off now.





Human faith in the miracles of their God pushed the witch hunts further.



Let's go! Just stay close to me!

Just before the battle ends, you witness a creature you'll be dealing with later in the game: the two-headed dragon known as Fortitudo. The upside-down statue head that comprises its torso may be creepy now, but just wait until it starts talking! Before this segment comes to a close, you learn that the fortunes of war were short-lived as humans began the great witch hunts. The Umbra Witches were eventually all extinguished from the earth... all but one. This scene from the past ends as Bayonetta and Jeanne fall to the earth, covering each other's back from the pursuing Affinities.

VERSE 1: CEMETERY (PRESENT DAY)

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Stage 1: Affinity (Spears) x3
 Stage 2: Affinity (Spears) x4, Decorations x3
 Stage 3: Affinity (Spears) x3, Decorations x6, Affinity (random weapon),
 Stage 4: Affinity (Spears) x4, Applaud x1

** Enemies in Easy and Very Easy modes are the same.*

HARD (and above) MODES

Stage 1: Affinity (Spears) x3
 Stage 2: Affinity (Spears) x4, Decorations x3
 Stage 3: Affinity (Spears) x3, Decorations x2, Affinity (random weapon)
 Stage 4: Grace & Glory
 Stage 5: Applaud x1, Fairness x1, Affinity (Spears) x4.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		2:20	1860	0	4:00	6500	0	5:10	38000	0	8:50	23360	0
GOLD		3:07	1104	500	5:20	3200	500	6:54	16340	1000	11:47	10304	1500
SILVER		3:54	852	1000	6:40	2100	1000	8:37	9120	2000	14:44	5952	3000
BRONZE		4:40	600	1500	8:00	1000	1500	10:20	1900	3000	17:40	1600	4500

The story flashes forward to present day, before the outcome of the battle and the fate of the two witches can be determined. The scene opens with a shady preacher named Enzo relieving himself on the tombstone of the game's director. He taunts a willowy nun who's praying over a fresh grave.

He continues his rant until angels appear. Then you discover the nun is actually Bayonetta, baiting and trapping angels via prayer. As soon as the angles appear, Bayonetta creates a portal and enters Purgatorio to do battle with her bitter rivals, the Affinity. Humans cannot see beings in the Purgatorio realm, so Enzo can only witness how objects are manipulated in his realm during the struggle, but is completely blind to the greater battle being waged.



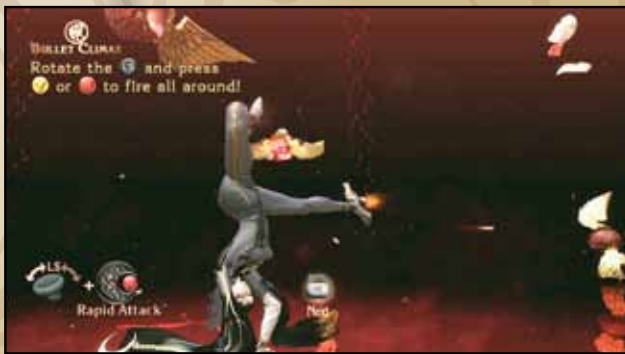


A lengthy battle cinematic between the angels and Bayonetta (assisted by Rodin, who pops out of the grave she was praying over and supplies her with handguns) plays out in the cemetery. Among other memorable sights, you bear witness to Bayonetta equipping guns to both feet while clutching another pair in her hands. This witch is the ultimate fighting machine—each limb is a dangerous weapon that's further augmented with a firearm.

TUTORIAL

There are no hidden items here (unless you count the Halos found inside some headstones); this segment is mostly tutorial. The first lesson is Punching. You enter the training screen (accessed during loading times moving forward) and face a single Affinity angel. Press the Punch button to hit it, then continue punching until the angel dies. You can keep this exercise going by triggering the appearance of additional angels or you can press the indicated button to proceed to the next tutorial. Your instruction is complete once you successfully perform a Kick, then a Punch-Kick combo and an Evade. Press the Evade button when the count-down from three finishes (when “zero” would rhythmically occur).





WITCH TIME

Witch Time is similar to the ever-popular video game staple *bullet time*. To trigger this mode, you must perform a dodge at the very last second, just before the enemy's weapon makes contact. You then enter a state of slow motion for every character in the environment, except Bayonetta. During this limited time effect, Bayonetta can unleash her fury on multiple enemies, taking advantage of heightened awareness and agility in time and space.

CEMETERY BATTLE

Upon completion of the tutorial, you suddenly find yourself back in the cemetery facing three Affinities. Use your lessons to defeat these foes. Get familiar with the lock-on feature to target-select enemies with a big set of red lips. This allows you to hone in on your targets for weapon and hand-and-foot combat attacks.

A combo gauge appears in the top-right corner of the screen. This tallies combos completed using fist, feet, or weapons. Bonus points are awarded for combos performed during Witch Time. After the combo string is complete, the total is converted into Halo power-ups. Halos are used as currency to purchase weapons, items, and new skills from Rodin. Halos can also be collected (in set numbers, depending on the chosen difficulty level) from defeated enemies.

PUNISH

A group of four Affinities attack once you waste the first group of three. If you manage to kick-launch an enemy up into the air, you are given the opportunity to "Punish" them. Press the Punch button quickly and repeatedly to perform a finishing move where you sling the enemy violently to the ground by the feet multiple times until dead.

BULLET CLIMAX

Clear the cemetery of Affinities and the Decorations appear. The best way to eliminate these floating heads is to shoot them with your handguns. Once you defeat one, you enter a shooting tutorial for shooting out of an active combo, as well as how to perform *Bullet Climax*. Rotate the left stick while pressing the Punch or Kick button to fire all around you. Once in *Bullet Climax* mode, press the Punch button rapidly to maintain the attack. During this stage of *Bullet Climax*, you can aim at new targets using the left stick.

FOLLOW ENZO

Use your newly discovered skills to eliminate the mix of Affinities and [Dear & Decorations]. In modes harder than Normal, a Grace and a Glory also attack. Once the cemetery is void of enemies, Enzo appears in a cinematic and is quickly whisked away in the talons of a swooping Applaud.

When control returns to you, follow Enzo through the broken area of fence to the left of the mausoleum where the Applaud broke through. Leap into the air and press and hold the Jump button to glide down to the ground. You can also press the Jump button a second time to perform a double jump as indicated by the on-screen tip.

APPLAUD





Bayonetta lands and crinkles the hood of Enzo's tricked out convertible. Enzo, however, is unaware of exactly who damaged his vehicle since everyone is invisible to him. More enemies appear below the cemetery. Attack and defeat the four spear-toting Affinities. Notice the enemy gauge at the bottom of the screen. This is an Applaud's health gauge—the angel that carried Enzo in its talons. Drain the health bar to defeat the Applaud.

Continue moving to avoid its explosive arrows while taking out as many of the Affinities as possible before giving the Applaud your full attention. It floats above the battle arena shooting its bow with charged explosive arrows. Dodging these projectiles is easy as long as you can keep it in view as you fight the Affinities. Once its minions are out of the picture, use your handguns to defeat the floating Applaud. You can also use jump combos to damage the beast. Attempt Witch Time as often as you can to gain the upper hand in battle.

Once the Applaud touches down, it's easy to run behind the slow-moving boss and attack from the backside. Try to send this foe up into the air, and get below for the catch to follow up with a Punish move.

VERSE ENDING RESULTS: MEDAL AWARD

After defeating all the enemies, including the Applaud, you receive an on-screen results display. Your performance in the Verse (a complete mission within a Chapter) is documented and individual achievements are rewarded. Combo points, Time taken, and Damage received determine your coin award: Bronze, Silver, Gold, or Platinum. A bonus is also given. All of these totals are tallied at the end of the Chapter and a trophy award is given. The trophy ranges from stone (lowest) all the way up to platinum.

UNLOCKED SCARBOROUGH FAIR

FALLING AIRCRAFT: VERSE 2

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Stage 1: Affinities (Spear) groups of 3—unlimited within time limit.

HARD (and above) MODES

Stage 1: Grace & Glory—unlimited within time limit.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	3680	0	1:20	2660	0	2:30	1860	0	2:20	1250	0
GOLD	1:15	1952	500	1:30	1484	500	3:10	1104	1000	2:40	800	1500
SILVER	1:30	1376	1000	1:40	1092	1000	3:50	852	2000	3:00	650	3000
BRONZE	1:45	800	1500	1:50	700	1500	4:30	600	3000	3:20	500	4500



While riding shotgun in Enzo's damaged car, you learn that 20 years ago Bayonetta was stuck at the bottom of a lake in a casket and must now sacrifice angels to keep them from dragging her back to hell. Enzo has information on the missing stone from the emblem she wears on her chest. You discover a bug on Enzo and, a moment later, an aircraft plays kamikaze with your ride. While in slow motion, Bayonetta hops onto the wing of the aircraft and meets Jeanne and a horde of angels.

SLOW MOTION

This Verse begins in slow motion as the plane skids down the highway toward a brick wall. You must perform three Torture attacks in the time allotted to avoid hitting the wall and failing the mission. The slow-motion sequence ends after two successful torture attacks. In the Hard modes, all of the action occurs in regular time; you move at normal speed from the start of the challenge.



PERFORM THREE TORTURE ATTACKS: BEAT THE CLOCK

Several new screen gauges appear at the beginning of this challenge. Your Health gauge is in the top-left corner; just below that is a row of empty magic slots in your Magic gauge, followed by the Torture Attack gauge. Currently, you have 0 out of 3 attacks completed.



Surviving the plane wreck requires the completion of three Torture Attacks. To do this, you must first fill your Magic gauge by attacking enemies. Then hold down both the Punch and Kick buttons when near an enemy. One Torture Attack completely drains the Magic gauge. During this sequence, you can repeatedly tap the Kick button to increase bonus points from the attack. Torture types are random and range from the use of an iron maiden to a guillotine, all of which are fantastic to watch!



ALLOTTED TIME

Notice the clock counting down at the top of the screen. If you do not perform three Torture Attacks before time expires, you fail the mission. Also note that this is not true time; the second set of digits counts down from 99 to 00 before subtracting one from the first set of numbers, which move faster than seconds. The true time of the Normal mode challenge is two minutes.



After defeating a set number of enemies, an Arcade Bullet is awarded. In this stage, only Halos and Arcade Bullets are acquired from the fallen enemies. Arcade Bullets are used to play *Angel Attack*, a mini-game that is automatically reached between Chapters. One pack contains three bullets for use during the game. The more bullets you acquire for this game, the better your chances of earning enough points to claim a useful prize.



After completing the challenge, Jeanne and Bayonetta work together to defeat the remaining Affinities before parting ways. Bayonetta returns to the real world just in time to save Enzo from a horrific accident. She experiences a quick flashback, which ends with Jeanne's knife in her gut. Perhaps they're not friends after all...

THE GATES OF HELL

At the Gates of Hell, Rodin vaguely explains three of the four realms we live in: Human World (reality), Inferno (hell), and Paradiso (heaven); leaving off Purgatorio (purgatory) in the middle of the three. He then produces a gift... well, four to be exact. He hands over the **Scarborough Fair** handguns. These weapons have much more stopping power than the ones Rodin handed over in the cemetery.



BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI



EPILOGUE

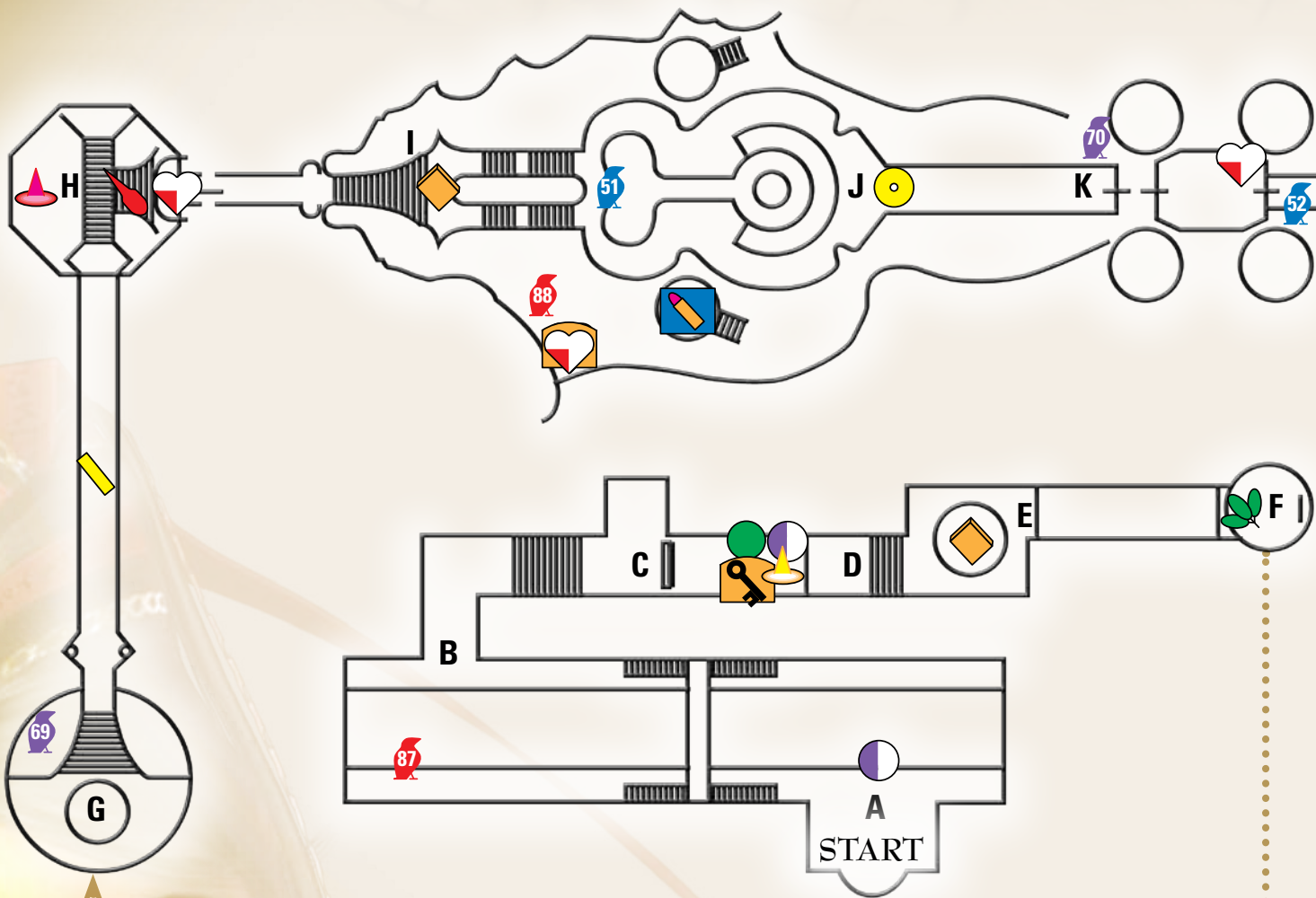
EXTRAS

I

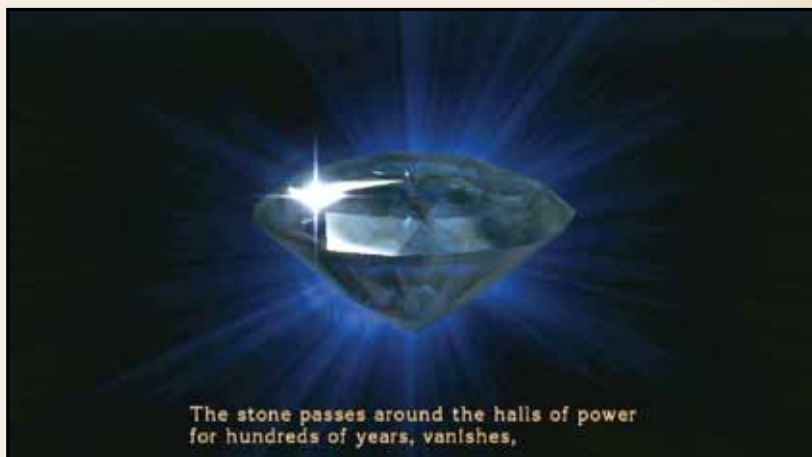
THE ANGEL'S METROPOLIS

VIGRID

 Crows Captured (Normal)
  Crows Captured (Hard)
  Crows Captured (Nonstop Climax)



-  Alheim Portal
-  Gates of Hell Portal
-  Mangragora Root
-  Antonio's Notebook
-  Gold LP
-  Broken Moon Pearl
-  Arcade Bullet
-  Green Laurel
-  Unicorn Horn
-  Baked Gecko
-  Key
-  Broken Witch Heart
-  Breakable Object
-  Magic Flute
-  Witch Sarcophagus



Enzo's intel points to what could be the stone you are searching for. Much attention was focused on this overpriced black-market gem as it popped up and quickly went off radar as it was rejected for the high price. You now head to Vigrid, Europe, to track down the owner of this expensive artifact.

KEY ITEMS: BROKEN MOON PEARL FRAGMENT, ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Spear) x3

HARD (and above) MODES
Joy x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	0:30	1250	0	1:00	800	0	1:50	480	0
GOLD	1:07	560	500	0:40	800	500	1:20	560	1000	2:27	372	1500
SILVER	1:24	480	1000	0:50	650	1000	1:40	480	2000	3:04	336	3000
BRONZE	1:40	400	1500	1:00	500	1500	2:00	400	3000	3:40	300	4500



CENTRAL STATION PLATFORM

You enter the Vigrid train station while in the Purgatorio realm; humans cannot see you and you may not intervene in their affairs. We suggest running around the train station's upper and lower level, demolishing benches and other objects to uncover items. Destroyed items often yield a small number of Halos or ingredient items such as Unicorn Horns, Mandragora Root, or Baked Gecko used for concocting usable items. By breaking objects, you can also find Purple Butterflies (yields magic power) and Green Laurel (revives vitality instantly).

Destroying all the benches on the upper level forces the train to leave the station; however, read our "10,000 Halos" tip before you do this. Once the train leaves the station, look on the tracks where it was parked (A) to discover the **Broken Moon Pearl**. This is only a piece of a Moon Pearl. Gathering two of these increases the limit of your Magic Power. There's a pair to be had before you exit the train station facility. As with other one-time items, an **Arcade Bullet** will be in its place the next time you play through the level to try to improve your score.



87 CLIMAX MODE UMBRAN TEARS OF BLOOD LOCATION

The Climax mode Crow is a rather slow bird. Find it standing on the sidewalk next to the rails on the left side of the station. Just walk up to it and "Grab" it.



10,000 HALOS

Destroy all but one of the benches on the upper level. The saved bench should be on the side closest to the train. The train will leave the station, heading back through the same tunnel where it entered. Destroy the final bench, then leap over the balcony railing and land on the top of the train. Ride it through the tunnel exit to receive 10,000 Halos!





STATION HALLWAY

Once you've collected the Broken Moon Pearl, proceed to the exit with the metal detectors (B). Once you pass through the security checkpoint, shutter doors close behind you and seal that passage for good.

Head to the end of the hallway and locate the secret door (C) with the mysterious embedded sphere. Perform combos on the door until it glows. Once the bricks separate, walk through the doorway into the next passageway.

Shoot the statues to your right and left as you enter the next area to recover Halos. Jump down into the pit below and find the Mandragora Root on the highest tier. Continue to the floor level and smash the **witch's sarcophagus** located in the large nook. You'll uncover a very large **key**. Pick up the key using the Action button and return to the upper hallway. Using the key as a weapon, defeat the spear-toting Affinities that appear near the entryway. Use some magic power and execute a Torture Attack.

Perform an extended jump and glide over the gap to reach the continuing hallway and the locked door (D); this is where the key belongs. Approach the door and press the Action button to insert the key and unlock the door.



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KEY ITEMS: A VOYAGE TOWARDS THE TRUTH JOURNAL

VERSE 2

ENEMY ENCOUNTERS

EASY MODES

Affinity (Spears) x2, Decorations x3

NORMAL MODE

Affinity (Spear) x3

HARD (and above) MODES

Joy x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:30	260	0	1:40	1250	0	2:00	480	0
GOLD	0:40	—	500	0:40	224	500	2:14	800	1000	2:40	372	1500
SILVER	0:50	—	1000	0:50	212	1000	2:47	650	2000	3:20	336	3000
BRONZE	1:00	—	1500	1:00	200	1500	3:20	500	3000	4:00	300	4500



TRAIN STATION CATACOMBS

Find **A Voyage Towards The Truth** near the statues before the water. Books such as this can be found in all new territories. These are Antonio Redgrave's journals and can be accessed and perused via the File option in the Pause menu. Page to Antonio's Notebook using the left control stick and press OK to open the book. Scroll down through the text using the D-pad or the left control stick.

Examining the broken statue near the water initiates an angelic battle. Before the fray begins, an informational screen explaining Wicked Weave appears. It states Wicked Weave techniques use Bayonetta's hair as a conduit to summon forth demonic entities. Connect these techniques to punch or kick combos for a devastating finish. Wicked Weaves are the product of certain punch kick combos. See our Moves List for the entire catalog of Wicked Weave summons.



See how many Wicked Weaves you can perform on the three spear-wielding Affinities that appear in the catacomb. Once you've defeated the enemy, the broken statue (E) is miraculously repaired. A message reads, "Lumen Sage and Umbra Witch. When their powers meet in a test of strength, the lightning released will be your test. If you wish to walk upon water, prove your mettle by dodging the lightning in a single hair's breadth."



CROSSING WATER

To cross the water-filled hallway, you must lift either crystal statue and wait for the automatic countdown from 10 to Evade lightning on zero, or press the Action button to cancel the countdown and immediately Evade the striking lightning to enter Witch Time. Jump off the ledge and run across the top of the water to reach the other side during this slow motion state. In Hard mode, you can simply use Crow Within to fly across the water.

Once on the other side of the hallway, you'll find a Green Laurel on the floor before the next Golem Wall (F). Step up to the barrier and perform combos on it until all the bricks light up. A lift platform in the middle of the room appears once the barrier disintegrates, but don't ride it up just yet. Making the lift accessible unlocks a secret Alfheim Battle Arena in a previous hallway...



NORMAL MODE AND ABOVE ONLY

Alfheim Battle Arenas do not appear when playing in modes easier than Normal.

KEY ITEMS: MOON PEARL FRAGMENT

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Affinity (Spear) x1, Affinity (Trumpet) x1, Affinity (Flail) x1
 Stage 2: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2
 Stage 3: Applaud (Bow) x2

HARD MODE

Stage 1: Applaud (Spear) x1, Affinity (Spear) x2, Affinity (Trumpet) x2
 Stage 2: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2
 Stage 3: Ardor x3

NONSTOP CLIMAX MODE

Stage 1: Ardor x1, Affinity (Spear) x2, Affinity (Trumpet) x2
 Stage 2: Gracious & Glorious, Affinity (Spear) x2, Affinity (Flail) x2
 Stage 3: Joy x1, Ardor x2

VERSE 3: ALFHEIM

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO
PLATINUM	—	—	—	2:10	1860	0	4:20	8360	0	4:30	4950	0
GOLD	—	—	—	2:17	1104	400	4:40	4004	400	4:50	2520	400
SILVER	—	—	—	2:23	852	800	5:00	2552	800	5:11	1710	800
BRONZE	—	—	—	2:30	600	1200	5:20	1100	1200	5:32	900	1200

USE WITCH TIME!

Defeat all the angels before time expires. Enemy defeats only count when killed during Witch Time (unless Torture Attack is in progress while Witch Time runs out).

MODE	TIME LIMIT	HP
Normal	2:40	5
Hard	4:50	4
Climax	5:00	3



Destroying the witch barrier unlocks an Alfheim portal in the pit where you found the large door key. Enter the glowing marker inside the pit and press the Action button to enter the challenge.

The Reward in this battle goes beyond the unlocked Moon Pearl Fragment; beating this challenge also improves your knowledge of combos and helps you master Witch Time.



FIRST STAGE

First, notice that your health gauge has been altered; it now consists of five green spheres. Each hit received darkens one sphere. That means getting hit five times (in Normal mode) fails the challenge.

Three Affinities bring their fight to the first stage of the battle and they all hold different weapons—spear, flail, and trumpet. Your goal is to defeat them all as quickly as possible, preferably with at least 2:00:00 remaining on the clock.

Get your Wicked Weave attacks to hit more than one enemy at a time. Also try to achieve at least one Torture Attack and use combos that end with a Punish opportunity. You cannot damage enemies once Witch Time ends unless you're already punishing an enemy by slamming him back and forth to the ground (the pistol slap punish will not damage foes in real time). Avoid combos that send opponents up into the air unless you can finish it with a Wicked Weave. Start your combos out with punches instead of kicks to keep your enemy within reach. Jumping often puts an early end to Witch Time.

The Affinities have two attacks that can be dodged for an opportunity to enter Witch Time: a weapon attack and a forward hand slash. Use the sound of the weapon swing to help gauge the Evade timing. For unarmed hand swings, the enemies' hands glow just before the swing. Make sure you're close enough to the attacks when you Evade to enter Witch Time. Finally, the trumpeter's horn blows just before shooting a fireball projectile. Evading this also enables Witch Time. While in this state, you can knock the fireball back at opponents. Wielding the trumpet allows you to turn this attack back on the enemy!

Use taunts on enemies that seem reluctant to attack on your tight time schedule. If the initial three enemies are close to death, save your full magic gauge to unleash a Torture move on the Applaud in the next stage. Try to steal one of the weapons from the first group to enter the second stage armed. Weapons are always dropped after a Torture Attack. The flail is ideal for throttling multiple foes at close range. Using the Kick button allows you to swing the weapon around, damaging surrounding enemies. Hit enough and you can finish them off with a couple hits during Witch Time.





STAGE TWO

The second stage of battle pits you against four Affinities (two spears, two flails) and a large bow-wielding Applaud. The Applaud should be your main concern. Always know where this guy is; he has a few long-range attacks, each of which can be dodged at the last second to access Witch Time. His close range bow-swiping attack is another way to enter this state, but it's tough to get the split-second timing down. Keep your distance and use his arrow, ground spike, or flying swoop attacks for Witch Time opportunities. Getting this guy out of the picture early is key to your success.

If you have a flail, use it on as many enemies as you can and make sure the Applaud is one of them. If the spear is your weapon, perform the pole swinging attack by pressing the Kick button to initiate the attack and then rotating the left control stick to spin. Just make sure to end it before returning to real time; otherwise, enemies can harm you if you're still in a long combo or special attack when Witch Time ends.

Do everything you can to obtain the Applaud's bow—it's a great weapon to have for the final stage of the battle. Performing a Torture Attack is the good way of guaranteeing this weapon is dropped. Try to go into the third stage of the battle with at least 50 seconds remaining on the clock.

THIRD STAGE

You face two Applauds in the final stage of the Battle Arena. If you have a weapon from the previous stage, you'll be in good shape; if you have the previous Applaud's bow, then you'll be doing great! With the bow, press the Kick button to fire a devastating shot. Don't waste ammo—save your arrows for Witch Time. It could take a couple hits per Applaud, but the time you save using this weapon will likely tilt the battle in your favor as you race against the clock. If the Applauds are close to each other, opt for the swinging bow attack. Press the Punch button multiple times to extend and spin the bow like helicopter blades, devastating anything within range. If you are weaponless in this stage, rely on your Wicked Weave attacks.

MOON PEARL FRAGMENT

The glorious **Moon Pearl Fragment** appears on the stump near the bridge once you've beaten the challenge. Notice your Magic Gauge before you pick it up. This item increases the limit of your magical powers! After obtaining it, a magic power reserve appears to the left of the gauge. You can now unleash more Torture Attacks during a single battle.

Return to the Battle Arena entrance and head back through the underground tunnels. Cross the water in Witch Time via the statues (E), then access the lift (F) to reach a new area of the train station (G).



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VERSE 4: CENTRAL STATION

KEY ITEMS: BROKEN WITCH HEART (2), THE CRYSTAL WITCH & SAGE JOURNAL, ARCADE BULLET (1), ONYX ROSES, TROIS MARCHES MILITAIRES (GOLDEN LP) + ACCESS TO ONYX ROSES IN SHOP

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Applaud (Spear) x1, Affinity (Spear) x3

Stage 2: Decorations x3, Affinity (Trumpet) x1, Affinity (flail) x1, Decorations x3, Affinity (Flail) x1, Decorations x3, Affinity (Trumpet) x1, Applaud (Spear) x1

Stage 3: Beloved x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		1:50	16100	0	2:30	74400	0	2:50	23360	0	3:20	44000	0
GOLD		2:27	7280	500	3:20	31200	500	3:47	10304	1000	4:27	18800	1500
SILVER		3:04	4340	1000	4:10	16800	1000	4:44	5952	2000	5:34	10400	3000
BRONZE		3:40	1400	1500	5:00	2400	1500	5:40	1600	3000	6:40	2000	4500



RODIN

Destroy the benches and planters in the area for items and Halos. Objects regenerate when you return from other areas that are far enough away. The regenerated objects contain new items to discover. Make a habit of always breaking everything in sight. Continue down the hallway, collecting the Baked Gecko in the middle of the passage on your way to the foyer (H). An encounter with Rodin occurs upon your arrival.



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HARD MODE UMBRAN TEARS OF BLOOD LOCATION

The Hard mode Crow is located in the green shrubs on the left side stairs in the lift room. Jump into the air and use Crow Within to glide over the bird. When it flies away, press the Action button when prompted to catch your prey.



Rodin explains that you can use your collected Halos as currency at his shop. The red glowing marker on the floor (H) is an access point to The Gates of Hell (Rodin's item shop). Destroy all the objects around this area to claim many items and Halos, then step on the red marker and head down to The Gates of Hell to see what Rodin's got for sale.

THE GATES OF HELL

Refer to the Game Basics section of this guide for more information on all things purchased at The Gates of Hell. Scroll through the available purchases in the Weapons, Accessories, Items, Techniques, and Rodin's Treasures categories. We suggest purchasing the Red Hot Shot item to recover from death during a battle and either the Air Dodge or Stiletto technique. Notice that Witch Hearts and Moon Pearls are available for purchase. That's great news. This allows you to increase your magic power and vitality limit beyond what is possible simply by finding the hidden versions of these items.



BROKEN WITCH HEART: FOYER BALCONY

Exit the Gates of Hell and return to the train station foyer above. Smash all the regenerated objects for more items. Notice the balcony above the outside exit.

You can double-jump up to this balcony by launching yourself from the middle railing platforms below and to the left or right of the balcony (as pictured here).

Double-jump and glide onto the balcony to find your first **Broken Witch Heart**. Collect four of these to increase the limit of your Health gauge.

ITEM ASSIGNING

While we're on the subject, you can enter the Pause menu to access the Items sub-menu and concoct ingredient items into usable items that enhance your abilities. For details, see the Game Basics section of this guide. For now, whip up some simple concoctions to create Lollipops, then scroll back to the item wheel on the left.

Select an item and scroll it from "Use" to "Set." One of three green circles is now selectable inside the item wheel. Choose the slot where you wish to place the selected item. Fill all three slots with a variety of items for maximum impact. Now when you exit the Pause menu, three item categories are available to you by simply pressing the D-pad (directional buttons for PS3®) in the corresponding direction. Press the D-pad (directional buttons for PS3®) twice in that direction to actually use the selected item. These will come in handy for the upcoming boss battle in the fountain area.





CENTRAL STATION

Exit the foyer (H) and enter the garden area outside (I). At the bottom of the stairs, pick up **The Crystal Witch & Sage journal**. Smash all breakable objects in the area for items and Halos.



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NORMAL MODE UMBRAN TEARS OF BLOOD

There's a fountain at the bottom of the stairs with a Crow perched on its top wall. Around the bird's neck hangs a necklace of **Umbran Tears Of Blood**. There are several Crows hidden throughout the game, many of which are found only in more difficult modes. This one, however, can be seen and captured now. The trick is to approach and capture the Crow quickly before it flies away. If it escapes, leave the vicinity and return to try again—the crow will be found on the same perch. To nab this bird,

double-jump from beneath it, then press the Action button to quickly grab the Crow as soon as the indicator appears on screen.



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CLIMAX MODE UMBRAN TEARS OF BLOOD

The Climax mode Crow is in the first lamppost near the first tree on the right as you exit the station from the Gates of Hell area. This bird is slow, so just jump to it or crow fly and "Grab" it.

BULLET FOR CROW

When you replay the chapter to better your score, an Arcade Bullet appears in the place of the captured Crow. Arcade Bullets always take the place of single-use items.

BROKEN WITCH HEART

Venture into the wooded area to the right of the fountain area. There's a gold-topped chest just before the pillar gazebo. Break it open to reveal the **Broken Witch Heart**.

ARCADE BULLET

Approach the pillar gazebo on the right side of the garden and shoot or hit the vase inside to release an **Arcade Bullet**. This provides a little more ammo for the next Angel Attack challenge.



BELOVED

UNLOCK: TROIS MARCHES MILITAIRES (GOLDEN LP)



STAGE ONE: APPLAUD & AFFINITIES

A cinematic is triggered as you wander past the large central fountain (J). A Third Sphere Applaud Archangel with a team of spear-wielding Affinities descend from the heavens and the first stage of the boss battle begins. Take out the Affinities and try to nab a spear. This weapon can be used in a variety of attack styles by pressing the Punch and Kick buttons. Pressing Kick repeatedly swings the spear like a pole. Quickly rotate the left stick to twirl the spear, taking out enemies at close range with your feet. The Applaud drops several Halos, a few Magic Power power-ups, and his spear.

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STAGE TWO: DECORATIONS, AFFINITIES & AN APPLAUD

The next stage pits you against a pack of angels wielding a variety of weapons. Defeat them using Witch Time attacks, Wicked Weaves, Torture Attacks, and their own weapons.

You may be given a chance to use Panther Punt. The opportunity arises when you shoot a Decoration to the ground at your feet. This is a Torture Attack; you punt the Decoration and it instantly becomes a speeding fireball that hones in on enemies. After striking its target, it then bounces off and continues hitting multiple enemies before rocketing up into the air and exploding in a fiery finale.



STAGE THREE: BELOVED

The Beloved is a giant that crawls out the ground, clutching a large battle-axe in both hands. If you don't move from your starting position, the creature's first swing destroys the large fountain, revealing a few Halos and a Mangragora Root.



This enormous foe is very slow, so it's easy to get behind and attack its hindquarters. The glowing red emblem on its back seems to be especially vulnerable. Use jump attacks and your firearms to reach this target. Just be wary of the Beloved's long-range axe swing, which can hit its mark even when you're behind the beast. The Beloved can also reach around its back to grasp and squeeze you in its hand. When this happens, wiggle the left control stick quickly to break free and inflict a little counterattack damage, as well.



Use Lollipops to enhance your attack power or provide temporary invincibility. (Using items and dying during battle has negative effects on your final score.) Once the Beloved's armor is removed through continuous abuse, it falls on hands and knees in a stunned state. Take this opportunity to jump above the boss and perform ground pounding jump attacks on the emblem on its back. You can also shoot the emblem easily while it's hunched over.



During the final stage, continue to attack the emblem until you are coaxed to unleash the Climax attack by pressing Punch and Kick simultaneously. Bayonetta's hair forms a humongous infernal demon dog that rips the Beloved to shreds in a fantastic finishing move! During the cinematic, push the Action button furiously to increase your attack damage and bonus points.



VERSE 4
05687

AFTERMATH: GOLDEN LP

Following the battle, the **Trois Marches Militaires** appears near the destroyed fountain (J). This golden LP features the crystalized voices of angels and can be traded for new weapons through Rodin in The Gates of Hell. Pick up the Beloved's dropped axe, then return to The Gates of Hell in the station's foyer to make the trade for the **Onyx Roses**. These can be placed in the A or B weapon slot, allowing you to now switch between your handguns and these extremely damaging shotguns.



Onyx Roses

VERSE 5: HIDDEN BATTLE

ENEMY ENCOUNTERS

EASY MODES

Applaud (Spear) x2

NORMAL MODE

Stage 1: Applaud (Spear) x1,
Affinity (Flail) x3
Stage 2: Affinity (Flail) x1,
Applaud (Spear) x3, Affinity
(Trumpet) x1

HARD (and above) MODES

Grace & Glory

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	800	0	1:50	38000	0	1:00	1860	0	1:20	480	0
GOLD	0:54	560	500	2:27	16340	500	1:20	1104	1000	1:47	372	1500
SILVER	1:07	480	1000	3:04	9120	1000	1:40	852	2000	2:14	336	3000
BRONZE	1:20	400	1500	3:40	1900	1500	2:00	600	3000	2:40	300	4500

CENTRAL PLAZA LIFT POST VERSE 4

After completing Verse 4, you can access a hidden battle (extra verse) by heading back into central station and returning to the lift area (G) where you ascended from the underground station. Various types of enemies appear, depending on the difficulty mode, as you approach the lift (among those listed in our Enemy Encounters list). This guide covers Normal mode battles.

It's best to stay in the narrow hall and let the enemy come to you. This allows you to handle them in a single file manner. From the start, unleash any Magic Power in the beginning, then try to earn more as you pull off Wicked Weaves and Witch Time attacks. Pick up your foes' weapons to use against them.



KEY ITEMS: BROKEN WITCH HEART

VERSE 6

ENEMY ENCOUNTERS

ALL MODES

Affinity (Spear) x1, Affinity (Flail) x1.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:30	260	0	0:30	260	0	0:30	110	0
GOLD	0:40	—	500	0:40	224	500	0:40	224	1000	0:40	—	1500
SILVER	0:50	—	1000	0:50	212	1000	0:50	212	2000	0:50	—	3000
BRONZE	1:00	—	1500	1:00	200	1500	1:00	200	3000	1:00	—	4500

THE ARBOR

Head back to the fountain area and approach the closed door at the top of the next set of stairs (K). Smash the plants on the patio to your right to claim several items, then grab the Halos on the left patio.



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HARD MODE UMBRAN TEARS OF BLOOD

Hard mode Crow 70 is perched on top of the arch to the left of the porch at the end of the garden area. Stand below the bird and double-jump up beside the arch and catch it with the Action button when prompted and before it flies away.



Open the door to the arbor. As you enter, two Affinities smash through the windows and attack. One is armed with a flail and the other wields a spear. If you have full Magic power, unleash a Torture Attack on one and wipe out the second using the first Affinity's weapon.

BROKEN WITCH HEART

Before you leave the arbor through the Golem Wall, smash all of the vases and objects in the room for items—and don't forget to jump onto the upper balcony to retrieve the **Broken Witch Heart**. The barrel beside the heart contains a purple butterfly that will refill some of your Magic Gauge.

Break through the Golem Wall door, then stop on the stairs of the next exterior area. Look on the rail to the right, above the stairs to spot a **Crow** wearing a curious necklace...



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NORMAL MODE UMBRAN TEARS OF BLOOD

There's a Crow wearing the Umbran Tears of Blood necklace on the right railing, above the stairs as you exit the arbor through the Golem Wall. Perform a normal jump from beneath the bird, then press the Action button when indicated as you pass above it.

KEY ITEMS: A WITCH'S BREW JOURNAL

ENEMY ENCOUNTERS

ALL MODES

Fortitudo

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	260	0	1:30	480	0	2:20	260	0	2:10	260	0
GOLD	1:20	224	500	2:00	372	500	3:07	224	1000	2:54	224	1500
SILVER	1:40	212	1000	2:30	336	1000	3:54	212	2000	3:37	212	3000
BRONZE	2:00	200	1500	3:00	300	1500	4:40	200	3000	4:20	200	4500

FLASHBACK

Bayonetta experiences a flashback as she crosses the first bridge (L) at the bottom of the stairs. She's dressed in period witch attire and is armed with old familiar pistols. You do not have access to another set of weapons during this fight. Suddenly, two witches run past while shooting at the large, flying Fortitudo in the ravine to the right. The ancient battle replays.



FORTITUDO



The two-headed, flying dragon with the upside-down statue head known as Fortitudo flies in the ravine to the right of the bridge. You must remain on the bridge as the boss blows fiery meteors at you. The only way to damage this creature is to unload your pistols on him, and the easiest and safest method is to enter Witch Time by evading a flying meteor attack. As soon as you enter this state, empty your handguns into the dragon's mouth and snout.

Run up and down along the first bridge section. If you head around the corner to where the other two witches are attacking the beast, you'll encounter a different part of the battle that can be avoided altogether. In this unnecessary stage, Fortitudo eats both witches before clearing the pillars from the bridge section. The boss then attacks using both heads as blunt force clubs. Getting platinum, no damage, and high bonus score against Fortitudo is much more manageable from the first bridge section since it avoids this second portion of the battle completely.



This isn't the last time you'll encounter Fortitudo—the creature is not defeated in this flashback. You must deplete about 30% of its health before it retreats, ending the battle successfully.



Head to the bottom of the next set of stairs and find **A Witch's Brew** journal near the Gates of Hell portal, then cross the next bridge (13).



VERSE 8

ENEMY ENCOUNTERS

ALL MODES

Beloved

BELOVED



As you cross the bridge **(M)**, a large Beloved scales the cliff along the left side of the bridge. An avalanche prevents you from exiting the bridge the way you entered and a locked gate prevents your escape in the other direction. You can start shooting the Beloved as it crawls up to score some damage early—before it swipes its arm across the bridge and grabs hold of the bridge.

Jump over the arm sweep attack or perform a last-second Evade to enter Witch Time. The beast clutches the bridge and rips it upward off its base, then starts swinging it into the mountainside. Attack the hand that's holding the bridge. Perform non-stop multiple jump combos that end with ground pounding attacks.

Continue this barrage of jump attacks until the Beloved's Health gauge is completely drained. The depleted creature tosses the bridge into the distance while you struggle to stay aboard. When prompted, quickly press the Jump button while holding the left stick upward to leap from the flying bridge section to the next clearing **(N)**.

Follow the next set of stairs/bridge down toward the spire. As you approach the bottom, the Beloved appears again as he smashes through the stairs **(O)**. Retreat up the steps quickly and keep going until you're back in the clearing **(N)**.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:20	2660	0	1:50	4950	0	1:50	4950	0	2:00	2660	0
GOLD	1:47	1484	500	2:27	2520	500	2:20	2520	1000	2:40	1484	1500
SILVER	2:14	1092	1000	3:04	1710	1000	2:50	1710	2000	3:20	1092	3000
BRONZE	2:40	700	1500	3:40	900	1500	3:20	900	3000	4:00	700	4500

The Beloved struggles to clamber all the way up the crumbling stairs and latches onto the side of your platform. Avoid the beast's swinging arms and slamming hands as it struggles to maintain a solid grip. Attack its hands continually with your most powerful combos. Stay close to its swiping hand attacks to Evade them at the last second and enter Witch Time. During this state, continue to unleash your devastating moves on its gripping hands, bobbing head, and occasionally exposed neck and chest area. Continue this until the Beloved's Health gauge is once again completely drained.



Just before the creature is finished, you are prompted to perform the Climax finishing move on it. Press the Punch and Kick buttons simultaneously to summon the infernal demon from Bayonetta's hair suit. The Beloved, seeing her completely unclothed, tries to get one last grab in before dying. Bayonetta completes this death wish by quickly shooting one of the creature's fingers off just before it is fatally slammed into a wall and devoured by the infernal demon. Rapidly mash the Action button to rack up the 500 point bonus max during this execution.



AWARDS & ANGEL ATTACK


Defeating this boss completes Chapter 1. You receive your bonuses and, if this is your second time through, you are given the option of updating your previous achievement. Afterward, another game of Angel Attack is reached. You should have loads of Arcade Bullets if you've followed our walkthrough closely. If you get enough points, we suggest purchasing the Blue Witch Heart.

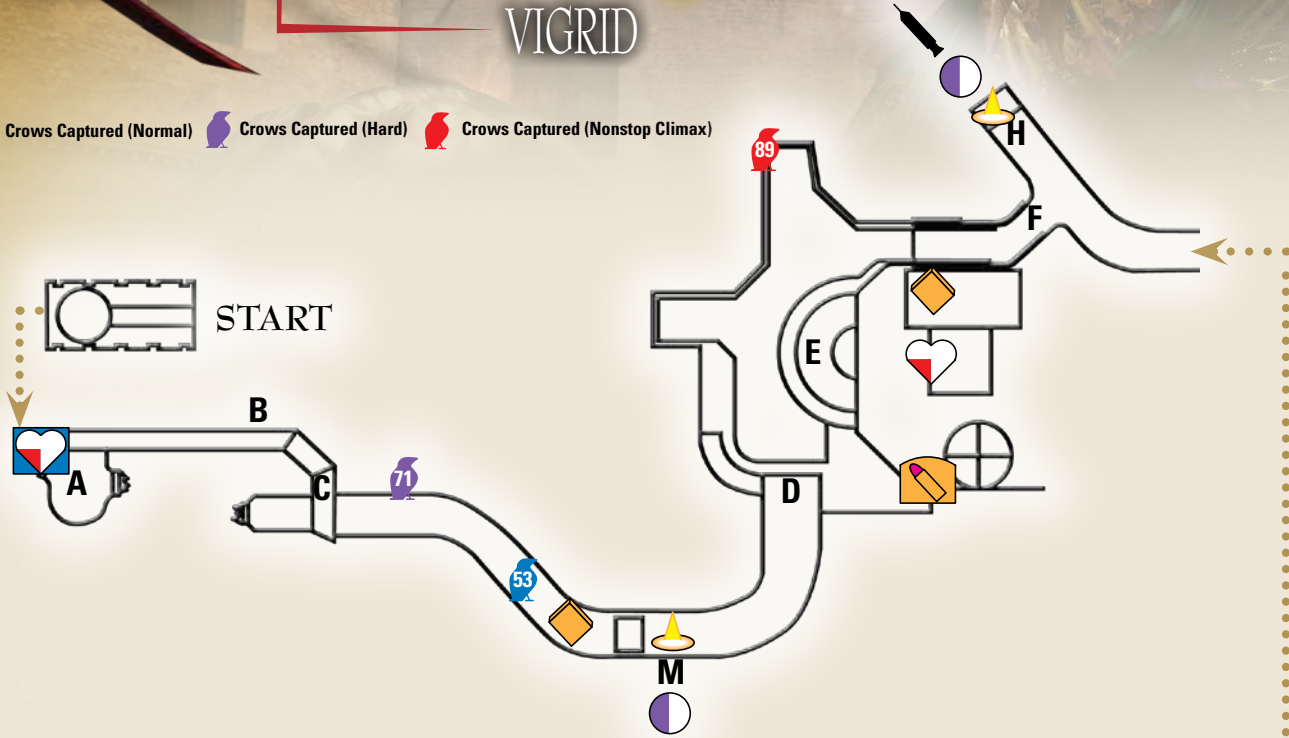


II

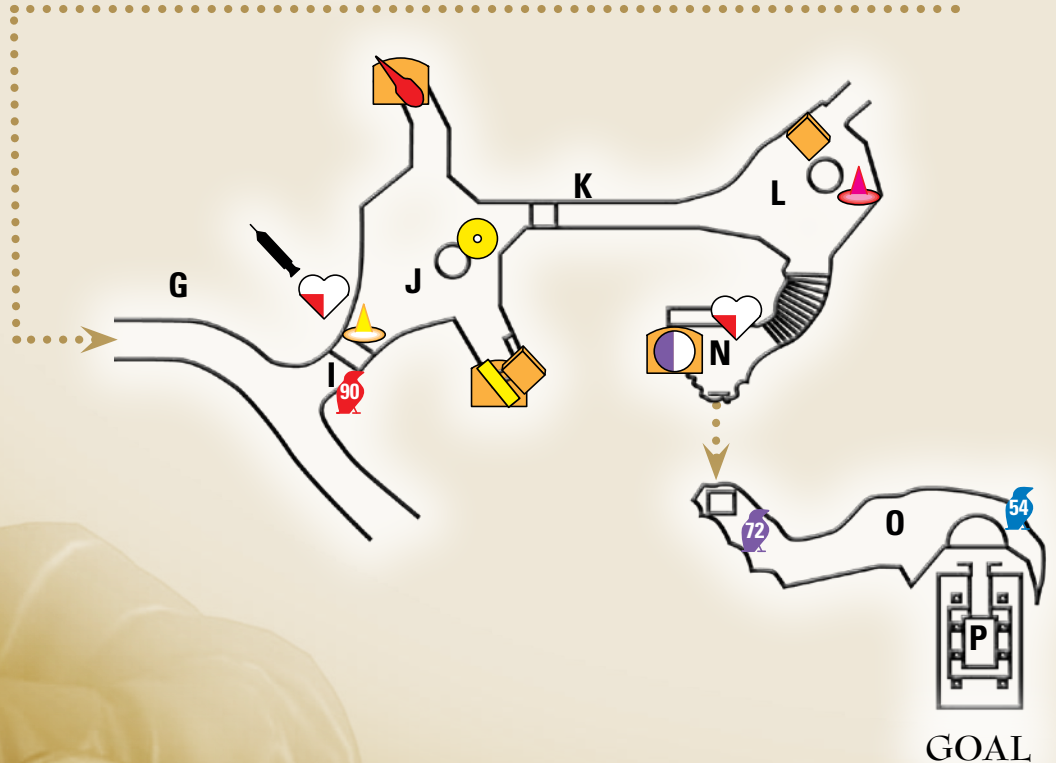
VIGRID, CITY OF DÉJÀ VU

VIGRID

-  Crows Captured (Normal)
-  Crows Captured (Hard)
-  Crows Captured (Nonstop Climax)



-  Alheim Portal
-  Antonio's Notebook
-  Arcade Bullet
-  Baked Gecko
-  Gates of Hell Portal
-  Gold LP
-  Broken Moon Pearl
-  Red Hot Shot (Easy Mode Only)
-  Broken Witch Heart
-  Witch Sarcophagus
-  Unicorn Horn



ALL MODES

Jeanne

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	110	0	1:20	110	0	2:30	800	0	2:30	480	0
GOLD	1:20	—	500	1:47	—	500	3:20	560	1000	3:20	372	1500
SILVER	1:40	—	1000	2:14	—	1000	4:10	480	2000	4:10	336	3000
BRONZE	2:00	—	1500	2:40	—	1500	5:00	400	3000	5:00	300	4500

After defeating the Beloved in Chapter I, Jeanne stylishly arrives in Vigrid on a motorcycle that falls from the sky, surrounded by angels. She conquers these enemies, then stops on the side of a wall, defying gravity for a chance to chat. Jeanne begins filling in the holes of Bayonetta's personal history. You learn that Bayonetta was an Umbran outcast because of impure Witch blood. Jeanne challenged her to a battle to prove herself to the Umbran Witches. That's where Chapter II begins—during that challenge...



JEANNE



This battle occurs during a flashback of the day Jeanne ill advisedly selected Bayonetta, the Umbran Witch outcast to join in a witch trial battle so she could earn the right to fight under the Umbran name. The battle begins with Jeanne defying gravity as she stands on a nearby wall.

When the moon shines bright in the sky, face a wall and press the Jump button to Witch Walk. This allows you to defy gravity and walk on all sides of the training room interior. To cancel Witch Walk, jump in the air and click the left control stick to drop to the floor.

You won't have access to any new weapons you may have equipped in the previous chapter. Also, Witch Time does not work when fighting a witch. Jeanne is very resistant to bullet attacks. However, firing your weapon is a great way to quickly find Jeanne if you've lost sight of her. Follow the spray of your automatic target-locking guns and you'll locate Jeanne easily.

Although you do not have access to alternate weapons in this battle, you can use items. (in Normal and Easy modes) Choose those that enhance your attack strength or provide temporary invincibility. Just be aware that using items negatively affects your score. Avoid Jeanne's attacks as often as possible and fight at close range so she doesn't use her guns. Chain Wicked Weave attack combos together (Punch, Kick, Punch) to defeat Jeanne quickly. After the battle, you earn a new skill: Witch Walk. This can be used only when the moon is shining.

VERSE 2

KEY ITEMS BROKEN WITCH HEART (2), AN UNKNOWN METAL WALL JOURNAL, ARCADE BULLET, NOTES ON THE TOPIC OF MAGIC-1 JOURNAL.

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Dear and Decorations, Affinity (Spear) x2, Decorations x5

HARD (and above) MODES

Dear & Decorations, Applaud (Spear) x1, Affinity (Spear) x1, Decorations x5

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		0:40	480	0	0:50	1250	0	1:30	2660	0	1:00	800	0
GOLD		0:54	372	500	1:07	800	500	2:00	1484	1000	1:20	560	1500
SILVER		1:07	336	1000	1:24	650	1000	2:30	1092	2000	1:40	480	3000
BRONZE		1:20	300	1500	1:40	500	1500	3:00	700	3000	2:00	400	4500

WALL CLIMBING BATTLE

You begin on the platform (A) where you were standing before the battle with Jeanne. Witch Walk along the nearby wall to the top-left gargoyles, then destroy it to find the **Broken Witch Heart**.

Continue Witch Walking to the right while shooting more gargoyles for the items they drop. Eventually, Dear and Decorations appear (B). Dear begins the battle by opening its head and shooting a meteor. You can use this initial attack to enter Witch Time. It's a good idea to use your shotguns on the group. Perform a Bullet Climax move, aiming your weapons directly at the mass of Decorations.



Next, a couple of Affinities with spears and five more Decorations attack. Shoot the Decorations quickly and use Wicked Weave attacks on the Affinities. There's an opportunity to grab an Affinity if you manage to knock one to the ground. Once downed, the Affinity slides to the edge (remember, you're on a wall). Pick up the angel via the Action button, then throw it into the water below by pressing the Kick button.

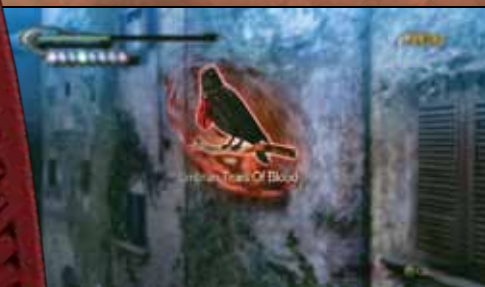
MOON CLOUDS OVER

Continue along the wall until you round a corner. When you reach the top of the main entrance, the clouds cover the moon and Witch Walk abruptly ends, dropping you to the ground before the city gates.



CITY STREETS

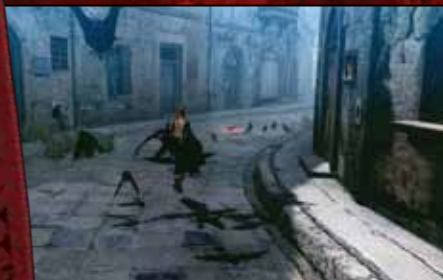
Explore the streets, taking note of the angel and witch statues at the entrance. There's a pair of Crows (in different modes) in this area. Catch your bird and find **An Unknown Metal Wall Journal** a short distance ahead of the Normal mode Crow.



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HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is perched on a second floor windowsill, just past the crystal statues and on the left side of the street. Stand beneath the bird, then double-jump and catch it before it flies away.



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NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is in the middle of the street, amongst a few other feathered friends. Simply walk up to the bird and press the Action button before it gets away.

Lift either statue near the city entrance and run for the other end of the street as the lightning timer ticks down from 10. As you approach the Golem Wall (D), bypass the countdown by pressing the Action button, then Evade the bolt of lightning to enter Witch Time. Perform powerful combos on the barrier to break through.

Shoot out all the high and low windows to obtain items in the next street, then proceed into the courtyard area (E). Smash all the plants and anything breakable on your way to the right side of the area.

There's a chest containing an **Arcade Bullet** near a building with a shadowy overhang. Find the **Broken Witch Heart** way up by the ceiling. You can also find **Notes on the Topic of Magic-1** in this area. Walking beyond this building triggers a long cinematic where Luka is introduced for the first time.



BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Stage 1: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2

Stage 2: Applaud (Spear) x1, Affinity (Trumpet) x1, Affinity (Flail) x2, and Applaud (Bow) x1

Stage 3: Affinity (Spear) x2, Beloved x1, Affinity (Flail) x1, Affinity (Trumpet) x1, Affinity (random) x1

HARD (and above) MODES

Stage 1: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2

Stage 2: Applaud (Spear) x1, Affinity (Trumpet) x1, Affinity (Flail) x2, and Applaud (Bow) x1

Stage 3: Applaud (Spear) x1, Applaud (Bow) x1, Beloved x1, Affinity (Spear) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:00	57860	0	2:30	129050	0	2:40	104760	0	3:10	65780	0
GOLD	2:40	24464	500	3:20	53360	500	3:34	43524	1000	4:14	27692	1500
SILVER	3:20	13332	1000	4:10	28130	1000	4:27	23112	2000	5:17	14996	3000
BRONZE	4:00	2200	1500	5:00	2900	1500	5:20	2700	3000	6:20	2300	4500



LUKA ENCOUNTER/COURTYARD BATTLE

In the courtyard cinematic, you learn that Luka's father freed Bayonetta from the casket at the bottom of the lake 20 years ago. Immediately after the witch is freed, young Luka witness the death of his father, with only Bayonetta upon which to place blame. Now as a paranormal reporter, Luka seeks to expose the truth about the legend of witches.

When the cinematic comes to a close, an epic battle begins. Your first target is an Applaud and two Affinities, along with another Affinity wielding a flail. Use Torture Attacks and take weapons and turn them back on the enemy. Perform a spin attack with the spears or swing the flail into multiple foes. Destroy the patio table and chairs to find a purple butterfly to fully restore your Magic gauge.

The next stage of the battle pits you against a similar group, but with an Applaud wielding a bow. Try to nab this new weapon as soon as possible. Bayonetta's long punch combo with the bow in hand has devastating results!

The final stage of battle adds a very large Beloved. Try to get a spear, then plant yourself amid a crowd of enemies. Spin on the spear (Kick button) and twirl around as fast as you can to eliminate multiple minions before concentrating your efforts on the Beloved.

Notice that the cars and vending machines around the area can be picked up and thrown at enemies. Similar to the delay involved with lifting statues, tossing environmental objects gives you the opportunity to delay the throw for 10 seconds; enough time to choose your targets more precisely.

Get behind the Beloved and perform multiple air-hanging combos on the red, glowing emblem on its back. With a quarter of health remaining, it scales a building and escapes to the rooftops to return to fight in a later battle. If this was the last enemy remaining, the battle ends when it escapes.



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CLIMAX MODE UMBRAN TEARS OF BLOOD

This Climax mode Crow is located on the third floor windowsill, in the corner indicated on our map. Stand directly below the window and perform three consecutive jumps while waiting to press the Jump button each time when you reach the highest point in each leap. Grab the bird at the peak of your final jump.

VERSE 4

ENEMY ENCOUNTERS

ALL MODES

Enchant x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		0:30	110	0	0:20	260	0	0:30	110	0	0:30	110	0
GOLD		0:40	—	500	0:27	224	500	0:40	—	1000	0:40	—	1500
SILVER		0:50	—	1000	0:34	212	1000	0:50	—	2000	0:50	—	3000
BRONZE		1:00	—	1500	0:40	200	1500	1:00	—	3000	1:00	—	4500

TROLLEY STREET BATTLE

Smash all barrels, plants, and windows for items before you enter the tunnel (F) to the next street where a trolley car is just departing.



BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

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VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS



Follow the street in the direction of the trolley and smash all breakable items along the way. When you reach a curve in the road (G), a distant explosion resonates from the opposite direction. When the cinematic ends, prepare to leap over the burning trolley car and earn an Achievement.



Three Enchants attack as you land on your feet from the trolley jump. These creatures resemble Decorations that roll around inside two parallel, bronze wheels. They're difficult to hit in real time, as they roll around very quickly. Their main attack looks like a fiery split wheel assault with a rope of flames between the circles.



The enemies attempt to roll over you while on fire. Evading this attack at the last moment allows you to enter Witch Time. Enchants are much more manageable when things are moving slowly. Use Bullet Climax when not in Witch Time to take them out quickly, especially when you're using the shotguns. Perform Wicked Punches/Kicks or any other short but powerful combo attack on them while in Witch Time.



KEY ITEMS RED HOTSHOT (EASY MODES ONLY), BROKEN MOON PEARL FRAGMENT (NORMAL & ABOVE MODES)

VERSE 5: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Beloved

HARD (and above) MODES

Beloved x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	—	0:30	1250	0	1:20	3680	0	1:10	480	0
GOLD	—	—	—	—	0:32	800	400	1:26	1952	400	1:15	372	400
SILVER	—	—	—	—	0:33	650	800	1:32	1376	800	1:21	336	800
BRONZE	—	—	—	—	0:35	500	1200	1:38	800	1200	1:26	300	1200

LIMITED KICKS AND PUNCHES!

The trolley that slid through the street opened a doorway at the original end of the street (H). An Alfheim Battle Arena portal has been unlocked. Enter Alfheim to attempt this challenge now. Defeat all the angels before time expires using the limited number of punches and kicks allotted.

MODE	TIME LIMITS	HP	PUNCH/KICK LIMITS
Normal	0:40	3	7/6
Hard	1:30	3	14/12
Climax	1:20	3	20/18



If you are hit three times, the mission is failed. The challenge begins with no Magic Power, so you cannot start things off with a Torture Attack. More damage is inflicted during Witch Time. Evade the enemy's swing to enter Witch Time before attempting any attacks. While in Witch Time, perform a Punch, Kick, Punch combo on the enemy's sensitive backside to deal out a Wicked Punch. Repeat this attack repeatedly only during Witch Time to complete the challenge.



KEY ITEMS: RED HOTSHOT (EASY MODES ONLY), BROKEN WITCH HEART (NORMAL & ABOVE MODES)

VERSE 6: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Dear & Decorations x1, Enchant x3
 Stage 2: Affinity (Spear) x2, Affinity (Flail) x2, Applaud (Spear) x1
 Stage 3: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Trumpet) x2
 Stage 4: Applaud (Spear), Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) 2, Affinity (Trumpet) x2
 Stage 5: Beloved x1

HARD (and above) MODES

Stage 1: Dear & Decorations x2
 Stage 2: Enchants x5
 Stage 3: Affinity (Spear) x2, Applaud (Spear) x1, Applaud (Bow) x1, Affinity (Trumpet) x2, Affinity (Horn) x1
 Stage 4: Affinity (Trumpet) x2, Affinity (Flail) x2, Ardor x2, Affinity (Spear) x1
 Stage 5: Beloved x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	3:20	205700	0	4:40	263809	0	6:00	224000	0
GOLD	—	—	—	3:30	84320	400	5:01	107744	400	6:28	91700	400
SILVER	—	—	—	3:40	43860	800	5:23	55722	800	6:55	47600	800
BRONZE	—	—	—	3:50	3400	1200	5:44	3700	1200	7:23	3500	1200



ALFHEIM

Head to the burning trolley area of the street, then head left and stop near the arch in the short tunnel that leads to the next courtyard. Double-jump up the wall to get to the top of the arch (I). Smash the vases for items and Halos, then use the portal to reach Alfheim. In this challenge, you must defeat all the angels before time expires.

MODE	TIME LIMIT	HP
Normal	4:00	3
Hard	5:10	3
Climax	6:40	3



DEFEAT ALL ENEMIES!

Perform last-second Evades to not only enter Witch Time but to earn Magic Power. Unleash Torture Attacks when your Magic Gauge is full. Use Wicked Weave attacks and switch up your weapons between shotgun and handgun attacks. The most damaging attacks come from turning the enemies' weapons back on them during Witch Time. Pick up and use all the weapons that drop.

STAGE ONE

When you start the challenge, Evade the Dear's meteor at the last second to enter Witch Time, then hit the Dear & Decorations with a punch, kick, punch combo to summon the Wicked Weave. Do this a couple times quickly to wipe out this group immediately.



The best way to take out the Enchants is to get Bullet Climax with the shotguns on your feet. Evade an attack to enter Witch Time, then hone in on them with the manual aim and shoot. Do this a couple of times to eliminate them all.

STAGES TWO, THREE, & FOUR

If you have enough Magic Power for a Torture, target the Applaud. Grab a spear from a fallen Affinity and perform the pole swing attack while they crowd around you. Use the flails in Witch Time to defeat a few enemies while they're defenseless. Take the Applaud's bow for the next stage. Shoot the following Applaud with arrows or swing the bow around to wipe out multiple enemies at once. Repeat these tactics until the fifth stage.



STAGE FIVE

The large white Beloved is slow, but well armored. Attack from the rear and watch out for its hand that tries to grab you. Enter Witch Time when it swings its mighty axe or when it tries to grab you. Perform several Punch, Kick, Punch combos to hit it with the witch hand. Jump attacks to its back are also very effective. Finish the beast off before time expires and a **Broken Witch Heart** appears on the stump by the bridge.





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CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is located on the edge of the rooftop above the Alfheim portal on the archway balcony. The bird is slow, so just jump from the top of the balcony and grab it.

KEY ITEMS QUASI UNA FANTASIA LP, NOTES ON THE TOPIC OF MAGIC-II JOURNAL, SHURABA

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Enchant x5

Stage 2: Beloved X2

VERSE 7

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	4950	0	1:40	23360	0	2:10	23360	0	2:00	8360	0
GOLD	1:34	2520	500	2:14	10304	500	2:54	10304	1000	2:40	4004	1500
SILVER	1:57	1710	1000	2:47	5952	1000	3:37	5952	2000	3:20	2552	3000
BRONZE	2:20	900	1500	3:20	1600	1500	4:20	1600	3000	4:00	1100	4500

SECOND COURTYARD

Smash everything in the courtyard (J) for items and Halos. The Verse 7 battle begins as you approach the next tunnel exit (K). If you mastered the last verse, then you know how to take out the Enchant quickly—Bullet Climax with shotguns on your feet. After clearing the first stage of enemies, the Beloved that escaped from the last courtyard returns for another round. Attack the creature until half of its health is gone and another Beloved crawls off a rooftop to enter the battle.



Concentrate on eliminating the injured Beloved first before dealing with the newly arrived healthy one. You may even luck out and enjoy the fortune of the newly arrived Beloved accidentally dealing the final blow to its injured brethren. Take the defeated Beloved's axe and turn it on the remaining foe. Press the Kick button to throw the axe like a boomerang. Finish off the final Beloved with the Gomorraha demon. Furiously mash the Action button to achieve the highest bonus.

After completing Verse 7, the **Quasi una Fantasia LP** appears in the courtyard. Pick it up and make sure to cash it in for a sword at The Gates of Hell! Break open the chests in the dead ends for a Mandragora Root and Baked Gecko. Climb to the top of the stairs to find the **Notes On The Topic Of Magic-II journal**, then head through tunnel (K) to reach the next courtyard (L).



Turn left into the next courtyard and find the **About The Umbra Witches-1 journal** near the broken statue. Enter the Gates of Hell and trade the new LP for the **Shuraba** sword. You can only equip it to your hands, so arm Bayonetta accordingly and put the shotguns on her feet before heading back up to the courtyard. Before proceeding to the next Golem Wall (N), go all the way back to the beginning of the level (M) to play another Battle Arena challenge that has just opened up.



KEY ITEMS BROKEN MOON PEARL FRAGMENT

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
 Stage 2: Affinity (Spear) x2, Affinity (Flail) x2, Applaud (Spear) x1
 Stage 3: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x3, Affinity (Trumpet) x2.

HARD (and above) MODES

Stage 1: Affinity (Spear) x2, Affinity (Trumpet) x2, Applaud (Spear) x2
 Stage 2: Affinity (Spear) x2, Affinity (Bow) x2, Affinity (Flail) x2
 Stage 3: Ardor x2, Affinity (Spear) x2, Affinity (Flail) x2.

VERSE 8: ALFHEIM

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO
PLATINUM	—	—	—	2:20	65780	0	3:50	243360	0	5:50	156860	0
GOLD	—	—	—	2:27	27692	400	4:08	99504	400	6:17	64604	400
SILVER	—	—	—	2:34	14996	800	4:25	51552	800	6:44	33852	800
BRONZE	—	—	—	2:41	2300	1200	4:43	3600	1200	7:11	3100	1200



USE TORTURE ATTACKS!

Completing Verse 7 unlocks Alfheim Battle Arena Verse 8 (M), located near the first Golem Wall. In this challenge, you face three stages of enemies and you must defeat all the angels before time expires while executing the required amount of Torture Attacks.



MODE	TIME LIMIT	HP	REQ. TORTURE ATTACKS
Normal	2:50	3	6
Hard	4:20	3	8
Climax	6:30	3	8

BASICS

WALKTHROUGH

PROLOGUE

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VIII

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X

XI

XII

XIII

XIV

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XVI

EPILOGUE

EXTRAS



You can only get hit twice before a third time fails the challenge. Getting hit causes you to lose all your Magic Power, so avoid this at all costs. Performing the required number of Tortures on the available angels is difficult. You could easily rip through all the enemies and not get enough Tortures before the time ends. This will also fail the mission. Therefore, your strategy must include light attacks on some enemies just to acquire Magic Power so you don't waste all the enemies too soon.

A great deal of Magic Power is earned when you perform enemy weapon combos on multiple enemies. Whenever you can, perform the spear swing on multiple enemies to rack up the Magic. Magic Power is also earned when you enter Witch Time, so do this as often as possible. When the challenge is won, pick up your **Broken Pearl Fragment** from the stump before heading back through the portal to the city.

KEY ITEMS BROKEN MOON PEARL FRAGMENT, BROKEN WITCH HEART

VERSE 9

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Applaud (Spear) x2

HARD (and above) MODES

Joy x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	800	0	0:40	800	0	0:40	260	0	0:40	260	0
GOLD	0:54	560	500	0:54	560	500	0:54	224	1000	0:54	224	1500
SILVER	1:07	480	1000	1:07	480	1000	1:07	212	2000	1:07	212	3000
BRONZE	1:20	400	1500	1:20	400	1500	1:20	200	3000	1:20	200	4500

TRANSFORMING BRIDGE

Descend the stairs from the last courtyard. When you approach the witch barrier (N), the Verse 9 battle begins. This is a quick fight against two Affinities with spears. After finishing them off, the statue in the previous courtyard (L) is magically repaired. Break the chest beneath the tree to uncover the **Broken Moon Pearl**.



Wall-jump up the side of the building to reach the upper balcony. Look for the **Broken Witch Heart** above the tree growing on the balcony, then double-jump up to nab the heart.

Return to the statues (L) in the previous courtyard. Lift one and run to the Golem Wall (N). Press the Activate button to bypass the 10-second countdown and then dodge the lightning to enter Witch Time. Perform powerful combos on the witch barrier until it collapses and forms a temporary bridge. Cross the bridge before it retakes the form of the Golem Wall.



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HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow sits in the grass behind two small trees on the side of the pathway just over the Golem Wall bridge. The bird is not that fast, so you can just skate up to it and nab it before it flies away.

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NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is located on the tall lamppost near the yard entrance to the church. Double-jump up to grab it with the Action button when prompted.



Smash all the benches and gargoyles (O) for items and Halos before you enter the church (P). Make sure your vitality is in good shape before entering; you're about to battle Fortitudo inside the church.

VERSE 10

ENEMY ENCOUNTERS

ALL MODES

Fortitudo

FORTITUDO

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	2660	0	1:20	6500	0	1:10	6500	0	1:10	3680	0
GOLD	1:07	1484	500	1:47	3200	500	1:34	3200	1000	1:34	1952	1500
SILVER	1:24	1092	1000	2:14	2100	1000	1:57	2100	2000	1:57	1376	3000
BRONZE	1:40	700	1500	2:40	1000	1500	2:20	1000	3000	2:20	800	4500



In a church flashback, Bayonetta encounters a young child—one very attached to her stuffed animal. This induces another flashback that takes place at a time when she sat in a prison. The dream ends abruptly by the sound of Fortitudo's head violently breaking through a church window (in present time). Then the dreams begin as suddenly as they left. You see an angry witch-hunt mob at the gates of the church. Curiously, in the flashback, Fortitudo announces, "what once was held in the hands of the witch clan shall now be held in ours."



STAGE ONE

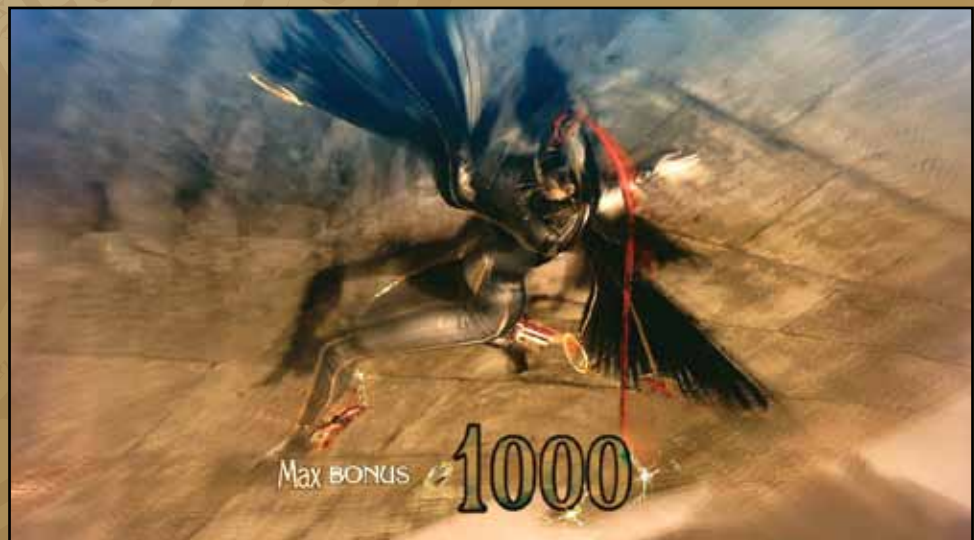
Use invincibility if you have it available on your item slot, then perform powerful combos on Fortitudo's head without worrying about his thrashing about until the effect wears off. When invincibility is available, stand back and Evade mouth-launched fireballs to enter Witch Time, then attack with close combat combos. Otherwise, stand back and use Bullet Climax attacks from a distance until half of Fortitudo's health is reduced.

STAGE TWO

When half of Fortitudo's health has been depleted, the camera pulls back to reveal the bigger picture. The church is now a mere fragment of what it was, as it was ripped from its foundation and is now snugly stuck around Fortitudo's neck. The creature's second head is now hugging the right side of the church and trying to attack you from a different angle. Continue your attack on the first head and avoid the thrashing and fireball attacks from the second head. Evade attacks to enter Witch Time to make this challenge more manageable. Continue unleashing combos on the red-nosed head until its health is down to about 35%.

STAGE THREE

Once Fortitudo's health is sufficiently low, the beast slings the church free from its neck, sending Bayonetta and the temple rocketing up to the clouds. Be ready to press the Action button just before the Fortitudo's dual fireball attack hits the flying church. Done successfully, Bayonetta leaps to the exterior of the church, latches onto the edge of a window, and begins to swing the entire building around. During this sequence, rotate the left control stick repeatedly in a clockwise motion to increase your bonus to a max of 1000. Bayonetta sails out of the collision and freefalls back to earth to complete the mission.



III

THE BURNING GROUND

VIGRID



■ Crows Captured (Normal)
 ■ Crows Captured (Hard)
 ■ Crows Captured (Nonstop Climax)

- Alfheim Portal
- Broken Moon Pearl
- Antonio's Notebook
- Red Hot Shot
- Arcade Bullet
- Unicorn Horn
- Baked Gecko
- Broken Witch Heart
- Gates of Hell Portal
- Witch Sarcophagus
- Gold LP



Bayonetta has escaped a burning death in the recent battle with Fortitudo and now find herself back in the city with her feet firmly planted on the ground. Boulder-sized fragments from the destroyed church rain down from above. Fortitudo frightfully lingers in the skies above and has manipulated time to stop the falling rocks in midair. The beast wants to know who has awakened him from his heavenly slumber. After claiming she's not guilty, Bayonetta shakes things up by bit and kicks a hovering boulder into Fortitudo's face, which speeds time back up to normal. She tries to take him out with a bullet, but the creature quickly dodges by hopping into another dimension.

KEY ITEMS: ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Affinity (fire) (x5 easy) (x12 normal)

HARD (and above) MODES

Harmony x6

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		1:00	800	0	2:10	19500	0	1:40	3680	0	1:40	2660	0
GOLD		1:20	560	500	2:54	8700	500	2:14	1952	1000	2:14	1484	1500
SILVER		1:40	480	1000	3:37	5100	1000	2:47	1376	2000	2:47	1092	3000
BRONZE		2:00	400	1500	4:20	1500	1500	3:20	800	3000	3:20	700	4500



COURTYARD BATTLE

Fortitudo set the town ablaze. Lava flows beneath the streets and fire spurts up from the cracks and fissures. In this battle, you confront the fire Affinities. They're fighting style is very similar to their brethren, but these foes seem slightly quicker and more aggressive. They carry battle-axes, which are manipulated in your hands the same as Affinity spears.



The interesting thing about the fire Affinities is that you cannot hit them at close range unless it's a special attack that involves one of their weapons. You must shoot them or attack during Witch Time when they are vulnerable—Wicked Weaves are very effective. Defeat the angels with your katana and try to get an axe. Plant yourself in the middle of the group and pole swing, then finish them off with your favorite combos. Throw the nearby car at a pack of angels for dramatic effect.

After the battle, move around the area smashing and shooting everything for items. Find a medium **Green Laurel** at the top of the stairs to help restore your health. Destroy the chest in the yard beside the building overhang to recover an **Arcade Bullet**. You'll find it to the right of your starting position (A).

55

NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is in the nook up and to the left of your starting position (A). Walk around the edge of the lava cracks, then rush the bird, perched on the ground near the curb, and grab it before it flies away.

When you destroy the trash can at the top of the stairs that lead into the courtyard, a nearby Alheim portal appears. It's located under the overhang where you found a journal in the previous chapter. Enter the portal now to take the challenge.

KEY ITEMS: BROKEN MOON PEARL

ENEMY ENCOUNTERS

NORMAL MODE
Dear (numerous)

HARD MODE
Harmony (numerous)

NONSTOP CLIMAX MODE
Dear & Decorations (numerous)

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO
PLATINUM	—	—	—	0:40	30	0	1:10	30	0	0:50	30	0
GOLD	—	—	—	0:42	—	400	1:15	—	400	0:54	—	400
SILVER	—	—	—	0:44	—	800	1:21	—	800	0:57	—	800
BRONZE	—	—	—	0:46	—	1200	1:26	—	1200	1:01	—	1200

VERSE 2: ALFHEIM

STAY IN THE AIR!

This Alfheim portal only appears if you destroy the trashcan at the top of the stairs. It's one of the easier challenges thus far. You must perform air attacks that keep Bayonetta in the air for the required amount of time. It's not necessary to defeat all of the enemies, but getting hit three times fails the mission. All of this must be done within two minutes. The continuous air hang time requirement, hit points, and types/number of enemies vary based on difficulty mode.

MODE	TIME LIMIT	AIR TIME REQ.	HP
Normal	2:00	20 sec.	3
Hard	2:00	30 sec.	3
Climax	2:00	30 sec.	3

To achieve this feat, you must be in the air for the required amount of time. The counter is reset if your feet touch the ground, so you must perform a single air attack that lasts the full time requirement. Having the katana equipped makes this very manageable. Avoid using the sword charge attack. You may get a lot of air hang time by holding the Punch button, but it always ends with a dive to the ground before the time requirement is met. So don't even perform this move in combination with other attacks during the challenge.

Remember that you can jump from mid-air as long as you have just struck an enemy. To beat the challenge, you need a tightly packed crowd. Jump up into the air and strike the Dear with air combos and as you begin to fall, jump up in the air again and attack another Dear, then repeat for the required time. Try using the dash attack as a last ditch effort to reach a distant Dear. This is done by holding the Target Lock button, choosing a direction with the left stick and pressing the Punch button. This ordeal is made much easier if you use the whip. Collect the **Broken Moon Pearl** on your way out.



VERSE 3

ENEMY ENCOUNTERS

ALL MODES

Beloved x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	480	0	0:50	260	0	0:50	110	0	0:40	30	0
GOLD	1:34	372	500	1:07	224	500	1:07	—	1000	0:54	—	1500
SILVER	1:57	336	1000	1:24	212	1000	1:24	—	2000	1:07	—	3000
BRONZE	2:20	300	1500	1:40	200	1500	1:40	—	3000	1:20	—	4500

LAVA RUN

Head through the tunnel to the next street (B). The rubble barricade at the end of the road explodes and releases a wall of rising hot lava. As soon as control returns to you, run toward the camera—away from the lava licking your heels!

The moment you begin to hit your stride, a Beloved appears in your path. Leap high into the air, over the beast, and keep on truckin'!



One more Beloved drops in the street ahead. If you jump at the wrong time, you may collide with the creature and take some contact damage, which will affect your score. When you see the lava crack in the road just beyond the first Beloved, veer to the left side of the screen. Quickly leap from the mound of rubble to avoid the dropping Beloved and its ground-pounding right foot.

Continue running along the street. The lava swallows the two Beloveds. When you reach the large hole in the street, double-jump up into the air and glide to the next street (C) on your right to complete the verse.

VERSE 4

KEY ITEMS: RED HOT SHOT, BAKED GECKO

ENEMY ENCOUNTERS

ALL MODES

Fairness x1

FAIRNESS



A new enemy rears its ugly head when you approach the fountain in the middle of the courtyard (D). Fairness is a large dog-like angel with a heavily armored head. It shoots fireballs out of its mouth and is extremely fast. Jumping around or over the beast is a bad idea, as it will quickly jump out and catch you like a fetched stick. If you need to dodge an attack, like its fireballs, use the Evade button. This is a great way to enter Witch Time, which makes this creature much easier to defeat.

A unique Torture Attack is available when fighting Fairness. Approach the animal with a full Magic Gauge to initiate the attack. Bayonetta reaches behind her head and produces a humongous, spiked metal wheel (we like to call it the dog collar), which she swings overhead and smashes down on Fairness, squashing Fairness like a grape! Press the Kick button rapidly to rack up the bonus points as the wheel begins to spin and tear its spikes through flesh. However, be warned: Fairness is one tough nut to crack; if the creature was fairly healthy when this Torture Attack hit, the attack may not even kill it. That's a first.

Lastly, Fairness emits a stunning sound wave that can paralyze. Use the Evade button to dodge the attack when this happens; if you are caught up in it, you still have a chance to break free. Wiggle the left stick quickly to avoid

the fireball that's usually fired shortly after the paralyzing sound wave is emitted.

The best way to attack Fairness is by first attacking it in Witch Time. If you can't manage this, then use Evade to get beside or behind the creature and unleash combos with Wicked Weaves. If you successfully Evade, the creature will stun itself by slamming into the wall.

Defeat Fairness and the Fantaisie-Impromptu appears near the fountain. This is only a piece of an **Angelic Hymns Gold LP**. You must first find the other half to trade it for a weapon in the Gates of Hell. Before you leave the courtyard, break both sarcophagi again to find five Unicorn Horns and five Baked Geckos.

BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	480	0	0:50	480	0	0:50	800	0	0:50	480	0
GOLD	1:07	372	500	1:07	372	500	1:07	560	1000	1:07	372	1500
SILVER	1:24	336	1000	1:24	336	1000	1:24	480	2000	1:24	336	3000
BRONZE	1:40	300	1500	1:40	300	1500	1:40	400	3000	1:40	300	4500

UMBRAN WITCH AND LUMEN SAGE STATUES

As you enter the next courtyard (E), lava erupts and blows through the doors near the statues. The molten rock continuously spits up into the air, making it impossible to pass into the next street. Before you try, head back to the bridge area (F) to find the fifth verse. Double-jump up the wall and get on top of the balcony to find the Alfheim portal to the battle arena.



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HARD MODE UMBRAN TEARS OF BLOOD

Find the Hard mode Crow in the bushes near the tree where the chest was located the last time you visited this area. Just run up to it on foot and capture it before it flies away.

KEY ITEMS BROKEN WITCH HEART, RED HOT SHOT (EASY MODES ONLY)

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
 Stage 2: Applaud (Spear) x1, Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
 Stage 3: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x2
 Stage 4: Beloved

HARD MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1, Applaud (Spear) x1, Applaud (Bow) x1
 Stage 2: Affinity (Spear) x2, Affinity (Flail) x2, Ardor x2, Affinity (Trumpet) x2
 Stage 3: Affinity (Spear) x2, Affinity (Flail) x3, Grace & Glory, Affinity (Trumpet) x1
 Stage 4: Beloved

NONSTOP CLIMAX MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1, Applaud (Spear) x1
 Stage 2: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x1
 Stage 3: Ardor x1, Affinity (Trumpet) x2, Affinity (Spear) x1, Affinity (Flail) x1
 Stage 4: Grace & Glory
 Stage 5: Beloved

VERSE 5: ALFHEIM

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:30	23360	0	4:10	38000	0	4:40	13129	0
GOLD	—	—	—	2:38	10304	400	4:29	16340	400	5:01	6032	400
SILVER	—	—	—	2:45	5952	800	4:48	9120	800	5:23	3666	800
BRONZE	—	—	—	2:53	1600	1200	5:08	1900	1200	5:44	1300	1200

MODE	TIME LIMIT	HP
Normal	3:00	3
Hard	4:40	3
Climax	5:10	3

USE ANGEL ARMS!

This challenge requires you to defeat all the angels before time expires using only angel weapons.

STAGE ONE: SPEARS

During the first stage, three spears are generated. Pick one up and plant it in the middle of the field, then perform the spin attack. You should clear the first stage with this one move.



STAGE TWO: APPLAUD BOW

If any spears remained, they are soon replaced with bows as the second wave of enemies arrives. Pick one up and begin firing arrows at the enemies. You get five shots before the weapon disintegrates. One shot will take out each Affinity. Save the Applaud for last. Pick up another bow and shoot this remaining foe several times.

STAGE THREE: SPEAR, BOW, & ARDOR SWORD

Grab a spear and perform the spin attack in the middle of the arena. If you're fond of this attack, another spear is spawned in its place, allowing you to repeat this tactic on the remaining enemies. Otherwise, you have the bow and the Ardor Sword to work with.

STAGE FOUR: SPEAR, BOW, & ARDOR SWORD

Grab the Ardor Sword to battle the Beloved. Soften the beast up a bit with this blade. It will only give you a few slices before it breaks. Grab the spear and perform the pole swing to finish the Beloved off. Collect the **Broken Witch Heart** on your way back to the burning city.

WALK THROUGH FIRE

Return to the statues in the burning courtyard (E) and lift one. Dodge the lightning on the count of 10 to enter Witch Time, then run safely into the next street when the lava clears from the passage in slow motion. This is the only way to pass without burning yourself on the spitting lava. You must wait until it is clear.



VERSE 6

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Affinity (random weapons) x3

HARD (and above) MODES

Ardor x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	480	0	2:00	800	0	3:10	10560	0	2:50	3680	0
GOLD	2:00	372	500	2:40	560	500	4:14	4944	1000	3:47	1952	1500
SILVER	2:30	336	1000	3:20	480	1000	5:17	3072	2000	4:44	1376	3000
BRONZE	3:00	300	1500	4:00	400	1500	6:20	1200	3000	5:40	800	4500



WITCH WALKING

As soon as you enter the street (G), three Affinities attack. There's not much time to defeat them all here because the lava starts flooding the street shortly after the battle begins. In a cinematic, the molten rock pushes an Affinity along the street and Bayonetta jumps on its back like a surfboard to ride to safety. She's launched into the air and quickly enables Witch Walk as she lands safely on the side of a nearby building. The lava can now be seen flowing through the street below.

Walk along the side of the building and continue the battle with the remaining Affinities. After finishing them off, press forward to escape the rising lava.



At the end of the greenish building, Witch Walk down toward the lava and cross the fire flooded street via the rock platform, then Witch Walk up the wall of the building across the street. Continue along the wall, heading to the left until you reach the end of the building. Use the next rock platform in the fiery street to cross back to the buildings on the original side.



Turn right and walk toward the edge of the building to trigger an explosion that rips through the walls, leaving a large gap. Double-jump across this chasm to reach the next building. Continue around the bend (H) in the street and follow the next strip of buildings to the end. Jump the next gap and continue in the same direction. When you land on the next building a larger, deeper wave of lava is seen coming your way. Quickly walk along the top of the trolley (I) to cross the street and reach the building on the other side.

Run up the wall of the tall, thin building. When you reach the top, the structure breaks in half and your end begins to topple back toward the lava. As the building approaches the next street, immediately press the Action button when prompted to successfully reach a safe area below (J). Walk toward the next courtyard and nab the **About The Umbra Witches-II** journal in the rubble.



BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS

VERSE 7

ENEMY ENCOUNTERS

ALL MODES

Fairness x2

FAIRNESS X2



Enter the next courtyard (K) and approach the fountain to trigger the next attack. This battle pits you against two Fairness creatures. The strategy we suggested for the last battle applies here, as well—just be twice as cautious this time. Enter Witch Time as often as possible and attack when the angel war dogs are defenseless. Throw the parked cars in the area to help keep them from ganging up on you. If you have a yellow invincibility Lollipop, use it—this is what they're for. If you've carried a

spear into battle from the previous Affinity fight, don't attempt a pole swing attack; the dogs will bite you off the stick like a shish kabob.

The moment you beat the final Fairness, a huge lava explosion rips through the fountain and sends buses flying through the air. Bayonetta Witch Walks on flying boulder fragments and shortcuts through a careening trolley. She opens fire with dual pistols on the back door and cuts a hole big enough to jump through to safety. Press the Action button rapidly to achieve a bonus of over 1000 points during this scene!



MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		1:00	3680	0	1:20	6500	0	1:20	6500	0	1:30	6500	0
GOLD		1:20	1952	500	1:47	3200	500	1:47	3200	1000	2:00	3200	1500
SILVER		1:40	1376	1000	2:14	2100	1000	2:14	2100	2000	2:30	2100	3000
BRONZE		2:00	800	1500	2:40	1000	1500	2:40	1000	3000	3:00	1000	4500

VERSE 8

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Fire) x3

HARD (and above) MODES
Grace & Glory

BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		0:40	110	0	0:30	480	0	1:00	1860	0	1:10	800	0
GOLD		0:54	—	500	0:40	372	500	1:20	1104	1000	1:34	560	1500
SILVER		1:07	—	1000	0:50	336	1000	1:40	852	2000	1:57	480	3000
BRONZE		1:20	—	1500	1:00	300	1500	2:00	600	3000	2:20	400	4500

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)

PARADISO



- Alheim Portal
- Antonio's Notebook
- Arcade Bullet
- Gates of Hell Portal
- Gold LP
- Mega Green Herb Lollipop
- Broken Moon Pearl
- Red Hot Shot (Easy Mode Only)
- Broken Witch Heart
- Witch Sarcophagus





CAVES

After jumping from the trolley in a blaze of glory, you land in a cave with hints of flowing lava. You begin **(L)** facing the proper direction to proceed, but before moving forward turn around to find a chest with a **Broken Moon Pearl** inside.

Head through the tunnel and toward the exit. Three fire Affinities wait around the first corner. Remember, you can only attack these creatures with Wicked Weaves; shoot them or dodge an attack, then enter Witch Time and let 'em have it.

Continue through the hazardous cave while dodging lava ground spurts and ceiling explosions. The mouth of this subterranean area opens to the Vigrig Catacombs. A portal to the Gates of Hell appears on the ledge **(M)** to your left and the path continues on your right. Behold the amazing view of the fiery catacombs. It looks like the inside of a volcano.



CATACOMBS

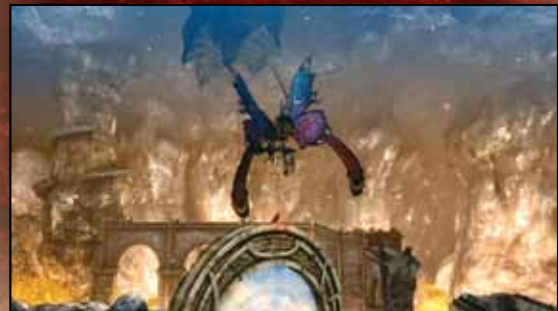
Follow the trail on the right to find the **Notes on the Topic of Magic-III** in the middle of the rocky pathway. Follow the wooden plank bridge down to the lower level and proceed to an inactive Heavenly Gate **(N)**.



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HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is found perched on the top of the Paradisio portal. Stand below the bird, then double-jump and grab it before it flies away.



DESTROYED BRIDGE

Further up the pathway you come to a large bridge **(O)**. When you step on it, some large debris falls on it, completely destroying the structure. Return to the Heavenly Gate to begin the Verse 9 battle.

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Spear) x2, Affinity (Flail) x1

HARD (and above) MODES
Braves x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:40	480	0	1:20	2660	0	1:10	480	0	0
GOLD	0:40	—	500	0:54	372	500	1:47	1484	1000	1:34	372	1500	1500
SILVER	0:50	—	1000	1:07	336	1000	2:14	1092	2000	1:57	336	3000	3000
BRONZE	1:00	—	1500	1:20	300	1500	2:40	700	3000	2:20	300	4500	4500

AFFINITY BATTLE AT HEAVENLY GATE

Three Affinities attack from nowhere when you return to the Heavenly Gate from the destroyed bridge. Finish them off quickly with Witch Time and hair attacks. After destroying them, the gate becomes active. Step through to enter Paradiso.

PARADISO

The catacombs and Paradiso couldn't be more different in appearance. Going from the fiery hot caves to the beautiful green and sparkly land of Paradiso... maybe not Bayonetta's cup of tea; nevertheless, it's quite a breath of fresh air.



On the main floating island (P) with the heavenly gate are a couple of lift statues. Use these to dodge the lightning and enter Witch Time to cross the two waterspouts to reach the larger, higher floating island (Q). Before you do that, though, explore the areas below. You can walk on water in Paradiso.

Follow the branching arm of the island, which is slightly under water, to the end. You'll find the second half of the **Fantaisie-Impromptu LP (R)**. The next time you enter the Gates of Hell, you can trade in both halves for the Kulshedra whip, which allows you to attack fire Affinities from a distance—among other wonderful things this new weapon brings. Collecting all the records earns you the Record Collector achievement. There's a longer branch on the opposite side of the gate island where you can find an Alheim Battle Arena (S).



KEY ITEMS

RED HOT SHOT (EASY MODES ONLY), BROKEN MOON PEARL, ARCADE BULLET, BROKEN WITCH HEART, MEGA GREEN HERB LOLLIPOP, KULSHEDRA

VERSE 10:
ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Applaud (Spear) x1, Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x2
Stage 2: Fairness x1

HARD MODE

Stage 1: Braves x9

NONSTOP CLIMAX MODE

Stage 1: (Witch Time rule disabled) Braves x1, Grace & Glory
Stage 2: Braves x1, Ardor x2
Stage 3: Braves x1, Fairness x1, Fearless x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO
PLATINUM	—	—	—	1:40	10560	0	2:40	10560	0	4:50	44000	0
GOLD	—	—	—	1:45	4944	400	2:53	4944	400	5:13	18800	400
SILVER	—	—	—	1:50	3072	800	3:05	3072	800	5:35	10400	800
BRONZE	—	—	—	1:55	1200	1200	3:17	1200	1200	5:57	2000	1200

WITCH TIME DISABLED!

You must defeat all the angels before time expires, but Witch Time has been disabled in all but all modes except Climax.



MODE	TIME LIMIT	HP
Normal	2:00	5
Hard	3:00	4
Climax	5:30	3

Even though there's no Witch Time, you can still Evade just as you normally would. In fact, try to avoid getting hit at all before the Fairness stage; you'll need all the health you can muster for that. Use hair attacks as often as possible and never miss an opportunity to use Torture or Punish moves. Turn the enemies' weapons on them for the best results. During the Fairness stage, continue a heavy use of Evade while attacking the dogs from the side or the back. They're quick and won't let you do this for long, so make it count with some heavy combos and hair attacks while you have their vulnerable sides. Pick up your **Broken Moon Pearl** on your way back to Paradiso.

PARADISO: WATERSPOUTS

Head from the Battle Arena to the hourglass island (Q). Stay on the water to find the **Arcade Bullet** beneath the island. To reach the top of the big island, you must first use the crystal statues on the gate island (P) and cross the two waterspouts in Witch Time. Jump from the waterspouts to the large island.



HOURGLASS

Before messing with the hourglass lever, head to the right side of the island and find the **Broken Witch Heart** in the tree trunk and another on a nearby floating island. Get to the backside of the island by walking around the edge or jumping over tree roots. You can find a **Mega Green Herb Lollipop** in a deep nook in the large tree's trunk.



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CLIMAX MODE UMBRAN TEARS OF BLOOD

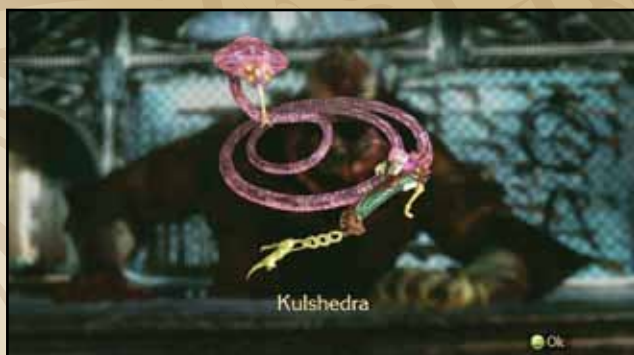
This Climax mode Crow is in a deep nook of the large tree where the Mega Green Herb is located in less difficult modes. Use Crow Within to drop down above it (the bird is not disturbed when it thinks you're a feathered friend).

Pull the lever to retrieve the hourglass, then take it through the Heavenly Gate and back to the catacombs. Use the hourglass to turn back the clock to a time when the bridge was not broken. Do not cross the bridge yet; there's a Battle Arena Verse (M) back in the caves that needs your attention.



KULSHEDRA WHIP

Once the bridge is repaired using the magic hourglass, head back the way you came toward the Gates of Hell. Enter the shop to trade the two pieces of the *Fantaisie-Impromptu* LP for the *Kulshedra* whip. If you've been saving Halos, you may be able to afford the *Selene's Light* accessory. This is one of Rodin's hot picks. When worn, *Witch Time* is instantly triggered when attacked, expending Magic Power. This is a good first accessory to own. Leave the shop and enter the Battle Arena portal just inside the cave. If you've equipped the whip, replace it with the sword, as you'll need a free hand for a gun to beat the next Alfheim challenge.



KEY ITEMS **BROKEN WITCH HEART**

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Fire Affinity x7
Stage 2: Fairness x2

HARD (and above) MODES

Stage 1: Fire Affinity x4, Fire Ardor x2
Stage 2: Fairness x2, Fearless x1

VERSE 11: ALFHEIM

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:10	800	0	5:10	1860	0	5:20	1250	0	
GOLD	—	—	—	2:17	560	400	5:34	1104	400	5:45	800	400	
SILVER	—	—	—	2:23	480	800	5:57	852	800	6:09	650	800	
BRONZE	—	—	—	2:30	400	1200	6:21	600	1200	6:34	500	1200	

USE WICKED WEAVES

Defeat all the angels before time expires. Enemies can be defeated using *Wicked Weaves*—just a suggestion, not a prerequisite.

MODE	TIME LIMIT	HP
Normal	2:40	5
Hard	5:50	4
Climax	6:00	3



BASICS

WALKTHROUGH

PROLOGUE

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XIII

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XVI

EPILOGUE

EXTRAS



You face fire enemies, which means touching them cancels your attacks. So the trick here is to create enough distance between yourself and these creatures to perform the Punch, Kick, Punch Wicked Weave combo (this is the shortest and quickest) without making contact. Use Evade attacks and Witch Time to both create distance and hit them while they're defenseless. Be aware that running into an enemy while in Witch Time instantly returns you to real time.

You can perform the Wicked Weave even when you're not facing the target. The Weave will find the closest target to attack when the combo is completed. So, execute the move while running away from the crowd, as well as when you move back toward them as the combo is being performed. A pack of Fairness arrives together in the final stage. Try to make Wicked Weaves strike both Fairness enemies at the same time. Evade often to stay alive.

Avoid excessive jumping, as Fairness can easily snatch you out of the air. Take the **Broken Witch Heart** on your way back to the catacombs.

KEY ITEMS BROKEN WITCH HEART x2

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Spear) x3, Decorations x8

HARD (and above) MODES
Harmony x3

MEDALS

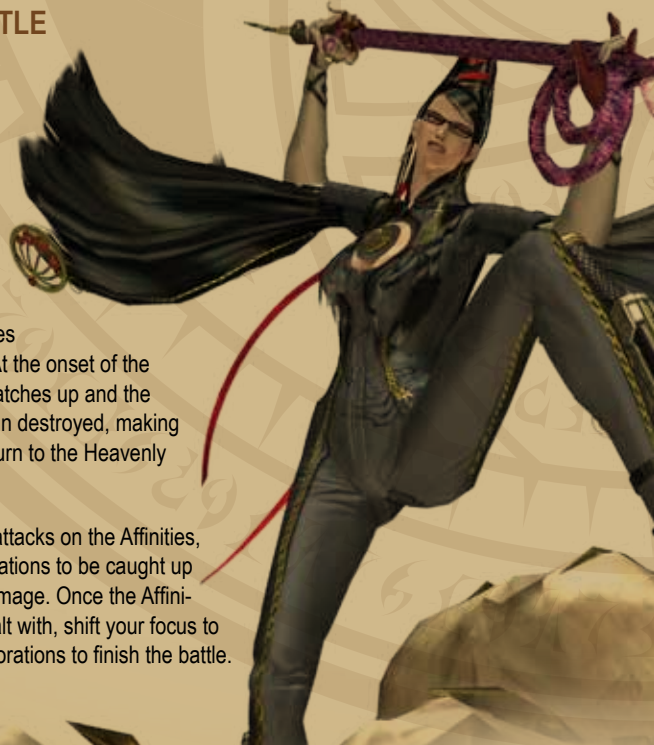
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		0:50	800	0	0:50	1250	0	0:50	260	0	0:40	260	0
GOLD		1:07	560	500	1:07	800	500	1:07	224	1000	0:54	224	1500
SILVER		1:24	480	1000	1:24	650	1000	1:24	212	2000	1:07	212	3000
BRONZE		1:40	400	1500	1:40	500	1500	1:40	200	3000	1:20	200	4500



BRIDGE BATTLE

Now that you've traded the LPs for the whip and attempted the cave Battle Arena, it's time to cross the repaired bridge (O). On the way across, you're attacked by Affinities and Decorations. At the onset of the battle, the future catches up and the bridge is once again destroyed, making it impossible to return to the Heavenly Gate.

Concentrate your attacks on the Affinities, allowing the Decorations to be caught up in the collateral damage. Once the Affinities have been dealt with, shift your focus to the remaining Decorations to finish the battle.



TREACHEROUS RUN

As you round the corner on the bridge, you face the last long stretch to the next spire. This bridge section (T) is going to break up as you run; if you don't keep up, a crack could grow so big that you cannot jump across it to the next section. To make sure this doesn't happen, try performing a Dash with a sword equipped, then jump at the end of the attack. The result is a very long and fast dash. There are three gaps to jump along the bridge section.

When you reach the last section, do not jump from the end. Instead, ride the bridge down as it slides off to the left. Be ready to press the Jump button when prompted to leap from the bridge to the small peninsula (U) in the lava below.

Follow the rock pathway through the lava, jumping gaps and climbing as necessary. When climbing, look for the light yellow glyphs on the rock. This is a warning that lava is about to hit the rocks; if you're standing there, you'll take damage. Leap from one rock spire to the next (V) until you reach the large landmass. Follow the path to the left, break the chest, and recover the **Broken Witch Heart** from within. Then reverse direction and enter the cave tunnel (W).

WITCH WALK

You eventually reach a shaft with the moon shining through. Witch Walk is active when the moonlight glows. Jump onto the walls of the shaft and head up and out of the catacombs. Boulders tumble down the shaft as you progress upward. Avoid these and the lava cracks during your ascent. Use Evade to avoid close calls with boulders. Once outside (X), the moon clouds over and Witch Walk is put on hiatus.

Walking forward from the shaft exit places you at a T-intersection. Head left to find a chest with a **Broken Witch Heart**, then turn right to progress further into the level. Continue along the path until you reach the edge of a cliff to find **The Old Coliseum journal**. Follow the pathway (Y) to the ruin stairs up the mountain, then continue running along the pathway to reach the coliseum and end of the chapter.



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NORMAL MODE UMBRAN TEARS OF BLOOD

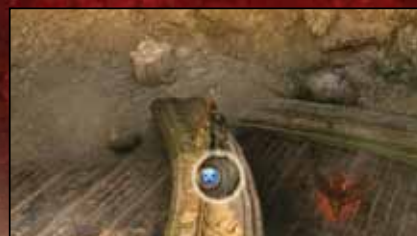
The Normal mode Crow is located on the fog-covered ground, beneath a broken arch at the mountaintop brick pathway, before you reach the coliseum. Approach quickly and press the Action button to catch the bird before it flies away.



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CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is located just behind the first fallen column in the pathway. Either jump up onto the column and grab it or descend on the bird with Crow Within to nab it—it's not that quick.



IV THE CARDINAL VIRTUE OF FORTITUDE

FORTITUDO



As Bayonetta enters the coliseum, she sees Fortitudo floating above a distant wall with its tail end facing toward her. The creature's private conversation with an unseen participant is audible and it soon becomes apparent that Bayonetta

is the subject of their conversations. For some reason, Fortitudo wants Bayonetta alive, but does not know her whereabouts or condition. To get the monster's attention, Bayonetta shoots Fortitudo in the hindquarters.

The conversation then shifts to Bayonetta. Fortitudo has been informed that a survivor of the witch hunts is resisting the dominion of heaven. Knowing she is bound for hell, the creature suggests releasing Bayonetta from her torment. She responds with a bullet... and that's as good a reason as any to begin a fight!

BATTLE PREP

Concoct and equip plenty of Mega Green Herb Lollipops for full health replenishment, as well as Mega Yellow Moon Lollipops for sustained invincibility. It won't hurt to have the Mega Bloody Rose Lollipop in your items slot, too. This increases your attack strength.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	7:00	16100	0	8:40	74400	0	11:20	65780	0	11:40	38000	0
GOLD	9:20	7280	1000	11:34	31200	1000	15:07	27692	2000	15:34	16340	2000
SILVER	11:40	4340	2000	14:27	16800	2000	18:54	14996	4000	19:27	9120	4000
BRONZE	14:00	1400	3000	17:20	2400	3000	22:40	2300	6000	23:20	1900	6000



- BASICS
- WALKTHROUGH
 - PROLOGUE
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- EPILOGUE
- EXTRAS

Wicked Weaves will be your primary attack, so just go with what you're used to as far as weapon selection. The key difference here is that any punch or kick activates a Wicked Weave, not just the completion of a combo. This is the same as equipping the Immortal Marionette. These moves are activated much easier in this battle—summon them with simple punches and kicks—due to the distance between you and this monstrous-sized boss. Your weapons alone will not suffice here. Having the Selene's Light accessory is very helpful; whenever you get hit, you expend some Magic Power to enter Witch Time.

STAGE ONE

The boss's health appears at the bottom of the screen—a blue bar overlapping a green one. Each colored bar represents the health of one of Fortitudo's heads, but technically it's more or less a gauge for two separate stages.

During the first stage, you face Fortitudo on a large column walkway. The boss flies low and close to the platform, allowing you to unleash Wicked Weaves. The fight may begin with a swing of his mighty tail, but this can be avoided using an Evade. This is followed by one of the two heads thrusting forward and trying to bite. Evade this, as well, then perform repeated Wicked Weaves on the head, pausing only to Evade an attack.

Fortitudo may also shoot fireballs from its mouths—faster than in earlier battles. Dodge these attacks and use them to activate Witch Time. It's easy to Wicked Weave these fireballs back at the boss in this state. This is a great attack; it steals about 10% of the Fortitudo's health.



FORTITUDO



Dodge the head thrust, enter Witch Time, and then beat the head with multiple Wicked Weaves to inflict the greatest amount of damage in a single attack sequence. A good Wicked Weave chain during Witch Time can take up to 15% of the boss's health!

If you get devoured in a head thrust, you enter a scene where Bayonetta is seen prying the jaws apart, trying to avoid becoming a meal. When this happens, wiggle the left stick back and forth quickly to rack up power for the counterattack and to earn a max of 1100 bonus points.



STAGE TWO

The second stage occurs when you deplete about 25% of the boss's health. Fortitudo falls flat on the ground and both heads lay on the ground with stars floating above, indicating that the creature is temporarily out of commission. The ground may or may not be covered with lava at this point. If it is, walk only in the raised rock areas to avoid getting burned.



While Fortitudo is still unconscious, quickly hop down from the column platform, then charge toward its heads and press the Punch and Kick buttons at the same time as indicated on screen. Mash the Action button to max out the Gigaton gauge and earn the max of 1100 points. Bayonetta grabs the beast by the head and flips it over onto its back. Punch and kick its brains in before the beast has a chance to get up.

Continue to attack the boss until it flies up and out of reach, then jump up to the top of the column platform using the steps as jump platforms. The boss perches on the edge of the coliseum and breathes fire toward the floor. The platform you used for safety begins to crumble.

STAGE THREE

Naturally, this causes you to fall, so press the Jump button and Bayonetta leaps to the next closest column fragment. Continue this action until you're standing on the closest and largest piece near the boss's feet. You must push the stick toward the target platform and press the Jump button. If you push in the wrong direction, you may actually jump to an adjacent platform and not progress toward the final platform.

Press the Punch and Kick buttons simultaneously when you reach the final platform. Bayonetta lunges toward the boss's face and climbs up, then springs backward and latches onto one of its heads. She flips the dragon to the ground and repeats the same move on the ground. This is when you tap the Action button as quickly as you can repeatedly for the 1100 max bonus.



FORTITUDO



This flip is repeated by another one and a corresponding bonus opportunity. After the third flip, Bayonetta pries her hands and feet around the mouth for leverage, then suddenly and violently twists the entire head, ripping the long neck off. This is yet another Action button bonus opportunity. Several demons reach up from the portal to Purgatorio in the ground and drag the decapitated creature's head away.

STAGE FOUR

Fortitudo is now half dead—losing one of your two heads often has this effect. The boss struggles to its feet, harboring a major grudge. If anything remains of the column platform at this point, Fortitudo breathes fire and demolishes it, revealing an hourglass that reverses time. (This may have already appeared earlier if the column was completely destroyed earlier.) The ground erupts with lava. Jump to the rubble where the hourglass rests and it repairs the column platform. Initially, it's not a very useful feature unless you're having trouble fighting in the lava, in which case it comes in real handy. The hourglass has no effect on either you or Fortitudo's health.

Repeat the previous tactic until both heads are ripped from the creature's body. The boss flies high in the air once this happens, then screams and blows up the entire coliseum with magic. As it breaks into pieces, Bayonetta runs, jumps, and bounces off fragments to reach a Lollipop. It was that important for her to get her sweet on.

FINAL STAGE

In the final stage, Fortitudo—now without dragon heads—circles the floating coliseum while attacking by any means necessary. Its options have significantly diminished of late, so it resorts to rushing head butts from the edge of the coliseum. A more dangerous version of this attack involves a kamikaze dive from above. The light glyph that appears on the ground a second before the head crashes is your only cue to quickly Evade. The head remains low for a while after this attack, so seize that opportunity to release multiple Punch and Kick attacks on it.

Fortitudo mostly stays close enough to the edge of the coliseum, allowing you to perform Punches and Kicks. This close combat requires you to Evade its fire breath and tail attacks that spike up through the ground. The boss also has a swooping talon attack that must be dodged. It's easy to spot: Just before the boss swoops, it flies off in the distance to build up speed. Evade or get run over! There's also a fiery version of this attack that does not involve the talons.



BASICS

WALKTHROUGH

PROLOGUE

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XIII

XIV

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XVI

EPILOGUE

EXTRAS

Continue to smack the boss in the face every chance you get. When Fortitudo is close to defeat, a few punches remove the stone “skin” and reveal a reptilian face with three eyeballs in one socket. Soon it spins around to hit you with its tail, press Punch and Kick at the same time to catch the tail and to perform the finishing move.

Bayonetta throws the boss in the distance and summons the Infernal Demon, Malphas—a large monster crow. The demon grabs the boss with its own talons and pecks it to pieces. While this happens, you have an opportunity to raise your bonus points by tapping the Action button. The demon exits through the boss’s head-shaped torso, leaving a gaping hole.

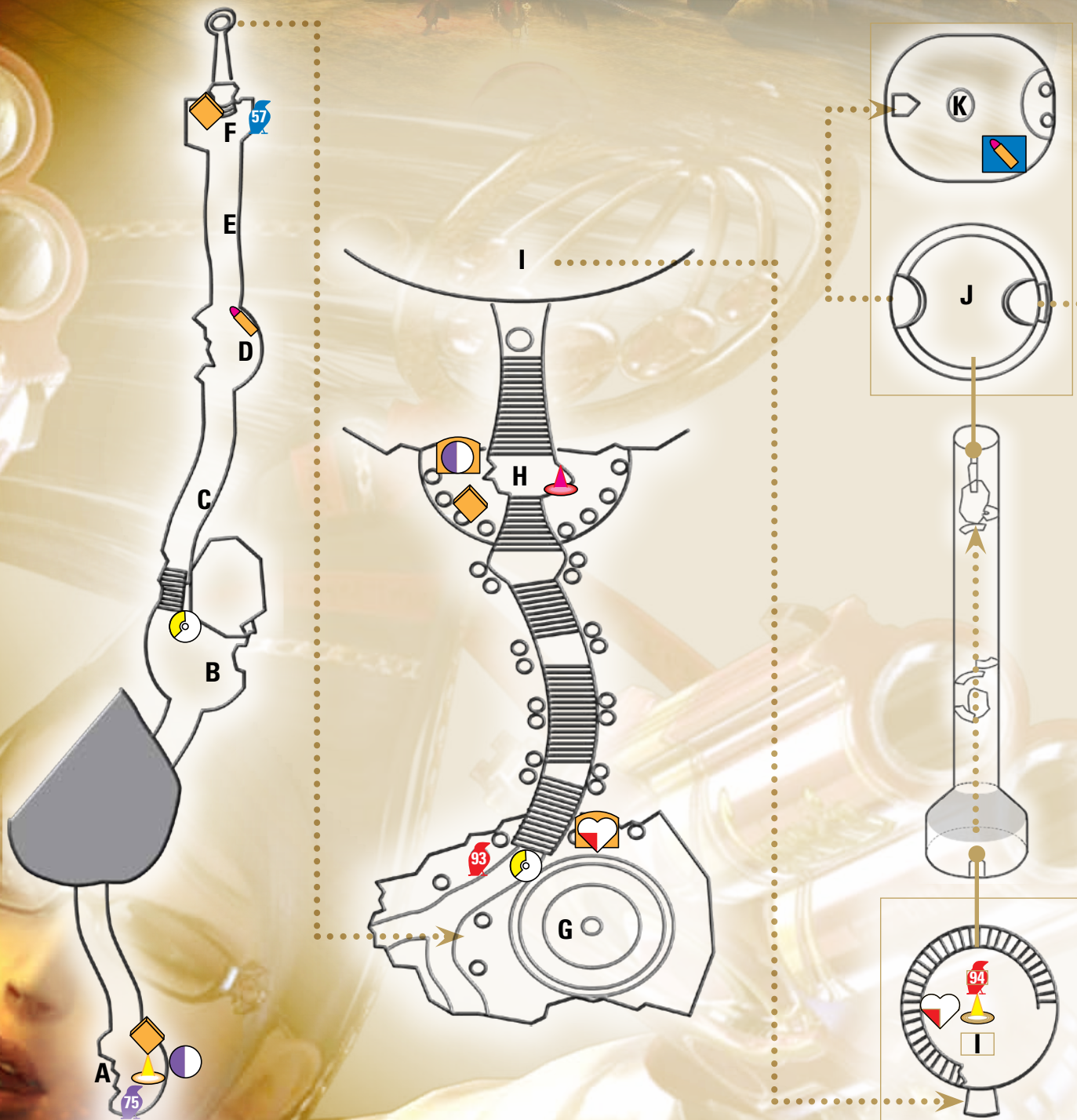
Bayonetta finishes the job by jumping on a boulder and surfing it into a collision with several larger stones that sail into Fortitudo’s face as soon as she ends Witch Time. In a final breath, Fortitudo admits that Bayonetta’s power was foretold and adds that this was a simple sacrifice for the resurrection of the Creator, Jubileus. Fortitudo is finally taken out of this world by the same hellish hands that collected its dragon heads. **“Fortitudo, Bringer Of Flame”** Achievement (and PS3® Trophy) is unlocked when you beat the boss.



V

THE LOST HOLY GROUNDS

THE CRESCENT AND SUNRISE VALLEYS



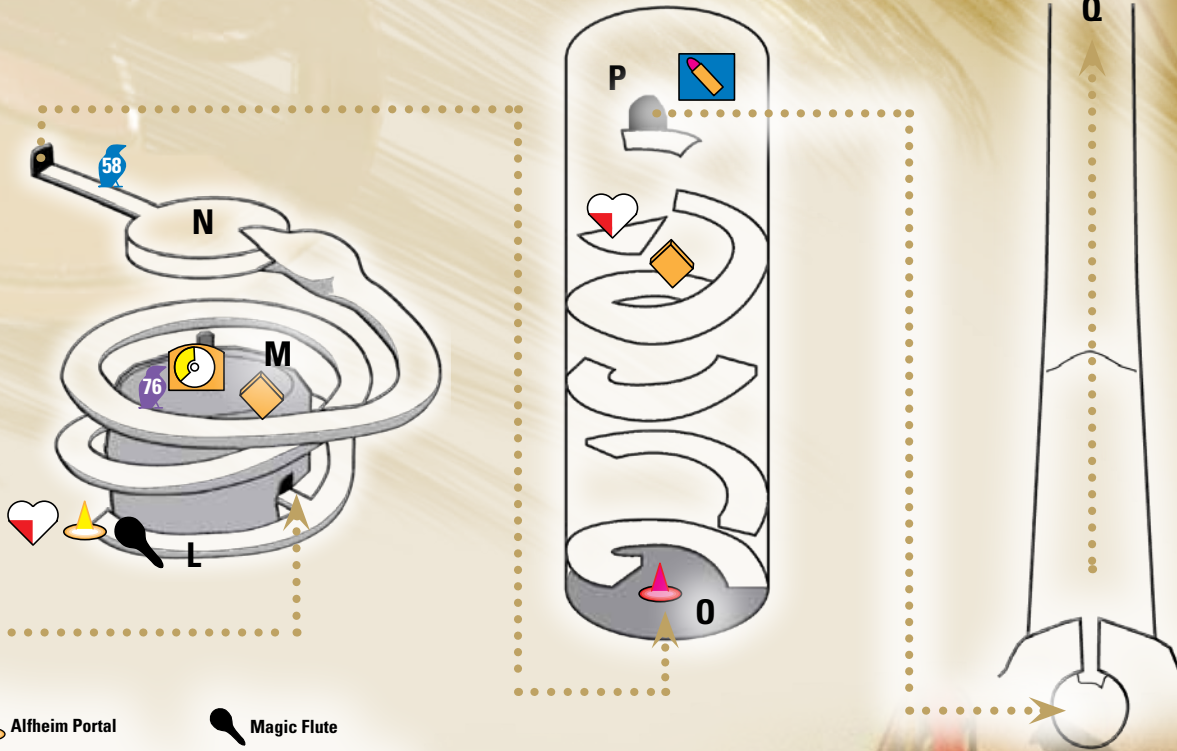
START

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)

GOAL



Q



- Alfheim Portal
- Antonio's Notebook
- Arcade Bullet
- Breakable Object
- Gates of Hell Portal
- Gold LP
- Magic Flute
- Broken Moon Pearl
- Red Hot Shot (Easy Mode Only)
- Broken Witch Heart
- Witch Sarcophagus

After defeating Fortitudo, Bayonetta finds herself in a strange and unfamiliar land—The Lost Holy Grounds in the Crescent and Sunrise Valleys.

KEY ITEMS: CRESCENT AND SUNRISE VALLEYS JOURNAL

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Decorations x6

HARD (and above) MODES
Grace & Glory

VERSE 1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	30	0	0:18	30	0	1:30	1250	0	1:10	480	0
GOLD	0:40	—	500	0:24	—	500	2:00	800	1000	1:34	372	1500
SILVER	0:50	—	1000	0:30	—	1000	2:30	650	2000	1:57	336	3000
BRONZE	1:00	—	1500	0:36	—	1500	3:00	500	3000	2:20	300	4500

CRESCENT AND SUNRISE VALLEYS

75 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is located directly behind you from your starting position. This bird is slow; simply skate up to it and capture it.



From the beginning platform (A), veer left and find the **Crescent and Sunrise Valleys journal** nearby. Shoot the gargoyles to uncover items, then head down the winding path to the training area ahead (B). As you travel along the stone path, sections break off and fall before you have a chance to cross. You can walk around the first gap, but must jump and glide over rest.

Decorations attack as you pass under the overhang along the crumbling pathway. Equip the whip and snap them from afar. This weapon does an excellent job of reaching the Decorations that hover over the gap created when the path fell into the abyss below.

KEY ITEMS SONATE IN DK.448 LP

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Grace & Glory (first appearance)

HARD (and above) MODES

Stage 1: Grace & Glory x1

Stage 2: Grace (red) x1 & Glory (blue) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:00	1860	0	3:00	10560	0	2:40	8360	0
GOLD	1:07	560	500	1:20	1104	500	4:00	4944	1000	3:34	4004	1500
SILVER	1:24	480	1000	1:40	852	1000	5:00	3072	2000	4:27	2552	3000
BRONZE	1:40	400	1500	2:00	600	1500	6:00	1200	3000	5:20	1100	4500

VERSE 2



UMBRAN TRAINING GROUND RUINS

Check the gate at the Umbran Training Ground Ruins (B). Something on the other side of the gate may trigger a bit of déjà vu. Remember the witch-hunt scene? This looks like the wrong side of the gate to be on for a witch. Approach the stairs to trigger the Grace & Glory Verse 2 battle.

Grace & Glory are the fastest enemies you've faced yet, so prepare to do a lot of Evading. In fact, Evade immediately after the cut-scene ends because the first attack comes in quick. Do not Evade too many times in a row, though; you become immobile for a couple seconds after performing a few... long enough to get clobbered. Just move a little between every few dodges to avoid this. Use the katana and place shotguns on your feet. Dodge the skating enemy, Evade the claw swiping attack, and then enter Witch Time.

Hit the enemy with a Punch, Kick, Punch combo to perform the ghostly blade attack that has the ability to slice through multiple opponents in close proximity. You can move about the battle area, forcing these two enemies together. Once you have them bunched up, Evade, enter Witch Time, and strike them both with the special blade attack combo. If you have the chance, pick up a dropped claw that appears after defeating one of these foes. With their weapons, you can perform the electricity attack and swipe with claw fingers. Here are the details:

Press Punch = Perform claw swipe.

Hold Punch = Claw stretches out to strike opponent; small opponents will be grabbed as with the whip, large opponents like Grace & Glory might have their attacks disrupted.

Press Kick = Electricity strike on the ground for the blue claws and flaming tornado spin for the red claws; in either case, hold down the button charge; kick attack immediately depletes the weapon.



An all-new Torture Attack is available when fighting Grace & Glory. The torture device is a giant vice. Spin the tightening wheel by rotating the left stick clockwise as fast as you can. The more you spin, the higher the bonus and the more damage that is done. Be aware that this Torture Attack may not kill the enemy—it depends on the creature's health prior to the Torture Attack.

Defeating Grace & Glory unlocks the **Sonate in DK.448 LP**, which appears near the stairs. Grab it and head back the way you came; all the way back to the beginning (A) to enter an Alfheim portal that just opened.

BASICS

WALKTHROUGH

PROLOGUE

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EPILOGUE

EXTRAS

KEY ITEMS: BROKEN MOON PEARL

VERSE 3: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Applaud (Spear) x2,
Applaud (Bow) x1
Stage 2: Grace & Glory
Stage 3: Fairness x1

HARD MODE

Stage 1: Ardor x2
Stage 2: Fearless & Fairness
Stage 3: Joy x2

NONSTOP CLIMAX MODE

Stage 1: Ardor x3
Stage 2: Fearless & Fairness x2
Stage 3: Joy x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	3:10	2660	0	5:10	4950	0	6:10	3680	0
GOLD	—	—	—	3:20	1484	400	5:34	2520	400	6:38	1952	400
SILVER	—	—	—	3:29	1092	800	5:57	1710	800	7:06	1376	800
BRONZE	—	—	—	3:39	700	1200	6:21	900	1200	7:35	800	1200



USE WITCH TIME!

This Alfheim portal (A) is opened after you defeat Grace & Glory at the battle training area (B). Use Witch Time to defeat all the angels before times expires. The enemies are impervious to attacks until you enter this state.

MODE	TIME LIMIT	HP
Normal	3:50	5
Hard	5:50	4
Climax	6:50	3

To beat this challenge, avoid getting hit by the first group. This provides some necessary leeway when battling the more difficult enemies in stage 2. Enter Witch Time by Evading spear swings and arrows. You cannot enter Witch Time by Evading one of the ground glyph attacks, but they must be avoided to keep from being damaged. Repeatedly attack using the quick Punch, Kick, Punch combo during Witch Time. If you have the sword equipped, the special move that results from that combo is just as damaging as the Wicked Weave.

If you reach the second stage without incurring any damage, you should be able to release a Torture Attack on Grace & Glory. The vice Torture Attack can reach a max bonus of 120 points if you spin the left stick (clockwise) fast enough. Splatter! Find dropped weapons from the previous stage to defeat these ferocious beasts. Use the claw of the fallen to wipe out the other or just keep using Wicked Weaves, but make sure you do it all in Witch Time. Only a Torture Attack can deal damage outside of Witch Time—but only if it is initiated *during* Witch Time.



A Fearless materializes in the final stage. Remain beside and behind this creature at all times. Use continuous Evades to avoid its attack and to enter Witch Time whenever it makes an attempt at your life. If you've played your cards right, you should have a fair amount of Magic Power saved up from the previous stage. Unleash the large spike wheel of death on the demon dog and bring it close to death. Use Wicked Weaves to take it out completely. Pick up your **Broken Moon Pearl** and head back to the training area (B).



KEY ITEMS: ARCADE BULLET, HEAVENLY MANIPULATORS JOURNAL

ENEMY ENCOUNTERS

EASY MODES

- Stage 1: Affinity (Spear) x2, Affinity (Flail) x2
- Stage 2: Fearless x1
- Stage 3: Affinity (Spear) x2, Affinity (Horn) x1

NORMAL MODE

- Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x2
- Stage 2: Fearless & Fairness
- Stage 3: Affinity (Trumpet) x2, Affinity (Horn) x2, Applaud (Spear) x1

HARD (and above) MODES

- Stage 1: Affinity (Spear) x3, Affinity (Flail) x1, Affinity (Trumpet) x2
- Stage 2: Fearless & Fairness
- Stage 3: Affinity (Trumpet) x3, Affinity (Horn) x1, Applaud (Spear) x2

VERSE 4

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:40	1860	0	2:50	16100	0	3:30	10560	0	3:30	8360	0
GOLD	2:14	1104	500	3:47	7280	500	4:40	4944	1000	4:40	4004	1500
SILVER	2:47	852	1000	4:44	4340	1000	5:50	3072	2000	5:50	2552	3000
BRONZE	3:20	600	1500	5:40	1400	1500	7:00	1200	3000	7:00	1100	4500



TRAINING AREA STAIRS

STAGE ONE

Follow the path up the stairs and continue along another crumbling walkway. Affinities attack and the ground beneath you drops once you get beyond the stairs and the first gap (C). You can remain on the path section that fell; it remains stable. Defeat any enemies you can without losing some to the abyss below. Continue along the path a little further and a cinematic shows Bayonetta finding her lipstick on the ground.



Bayonetta confronts Luka in an entertaining, character developing cinematic. She paints the poor boy's face with lipstick (D), making him look like a clown as he tries to have a serious conversation. The voice heard in her head tells her the little girl seen in the flashbacks must be saved. The conversation with Luka, on the other hand, ends with an almost passionate scene, but that quickly ends as a pillar falls through the platform, taking Bayonetta down with it.

STAGE TWO

In the second stage (E), you land on a lower level and go up against Fearless & Fairness, the two demon dogs with incredible speed and dangerous skills. Try to stay beside and behind them and Evade as much as possible while frequently attacking in Witch Time. Use the sword and shotguns in this battle. The blade passes nicely through both enemies when you perform the Punch, Kick, Punch combo. An **Arcade Bullet** is earned by defeating Fearless (Blue).



STAGE THREE

Continue along the pathway to meet the last group of enemies in Verse 4—two Affinities with horns and an Applaud with a spear. On the broken path ahead, two Affinities with trumpets that attack from afar. Defeat the Affinities and take the horn. Shoot the horn (hold Kick) and aim the laser beam that's emitted across the gap and through the trumpeters on the other side. Evade the trumpet fireballs to enter Witch Time. The final platform falls a few seconds after jumping on it whether you've defeated the last (smaller) trumpeters or not.



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NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the right side of the clearing, just after completing Verse 5. The bird is on the ground, so run up and catch it before it flies off.





The **Heavenly Manipulators journal** is on the opposite side of the platform (F). Pick it up, then *turn* the dial on the far left side of the platform to activate an odd machine that miraculously makes the moon appear! Switch your weapon to the whip. Using Witch Walk, approach the glowing blue monument at the end of the platform and jump into the hole at the top.

KEY ITEMS: SONATE IN DK.448, BROKEN WITCH HEART X2, BROKEN MOON PEARL

VERSE 5

ENEMY ENCOUNTERS

EASY MODES

Stage 1: Decorations x10
Stage 2: Glory (blue) x1
Stage 3: Harmony x3
(first appearance)

NORMAL MODE

Stage 1: Decorations x8, Dear x4
Stage 2: Grace & Glory
Stage 3: Harmony x3

HARD (and above) MODES

Stage 1: Decorations x5, Dear x7
Stage 2: Joy x3
Stage 3: Harmony x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:50	1250	0	2:30	13129	0	3:20	6500	0	4:40	2660	0
GOLD	2:27	800	500	3:20	6032	500	4:27	3200	1000	6:14	1484	1500
SILVER	3:04	650	1000	4:10	3666	1000	5:34	2100	2000	7:47	1092	3000
BRONZE	3:40	500	1500	5:00	1300	1500	6:40	1000	3000	9:20	700	4500

HORIZONTAL FALL FIGHTING

STAGE ONE

Make sure you have the whip ready. When you pass through the monument hole during Witch Time, you begin falling face first through the dark night air. Enemies come into view; try to attack as many as you can while flying through the air. You can actually crash through them and kill these foes instantly if your aim is good. You can also pause mid-air and shoot those that get past you. This is a good job for the whip. After veering and whipping these foes, you land on a new platform (G) to begin the second stage of the battle. Aim low to the ground upon entry to smash the rocks and reveal items.

STAGE TWO

You touch down on a large platform (G) with a Grace and Glory. Nice welcoming party. Evade and enter Witch Time to manage these monsters. Try to get one in the vice torture machine and take the other out with the dropped claw. After finishing them off, a new kind of creature appears to do battle with the witchy woman.



STAGE THREE: HARMONY

These creatures resemble manta rays attack ferociously at the onset of stage three. As soon as you have control, Evade the charging Harmony in front of you. If you have full magic, perform the unique Torture Attack on one of the enemies. This is fantastic; Bayonetta mounts the hovering beast like a surfboard, pulls out a chainsaw, and then violently slices it into two bloody halves. Quickly press the Punch button to earn extra bonus points



After performing the move, the chainsaw remains in Bayonetta's possession, allowing you to attack another Harmony before this weapon reaches its max usage. These foes can warp from one position to the next. They also have a floating bubble attack that you should avoid at all costs. Damage the floating menaces with

jumping, air-hanging attacks. Knock 'em to the ground and finish them off. After defeating the third stage enemies, a **Sonata in DK.448 LP** appears before the stairs. Find the **Broken Witch Heart** in the chest to the right of the stairs.



93 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Climax mode Crow is on top of a tall spire column near the stairs. The best way to reach it is to destroy the gargoyle on the short column on the left side of the stairs and use this as a launching pad for your triple jump to the bird.



Follow the stairs to the top while Evading the damaging, blowing wind and pausing only to destroy gargoyles for items. Stop at the landing (H) with the Gates of Hell shop portal and look to your left, over the edge of the stairs. There's a platform you can jump down to that contains a **Broken Moon Pearl** in a chest and **The Witches' Tears Of Blood** journal nearby.

Head to the top of the stairs and smash the vases lining the platforms beside the large locked door. Get on top of the platform above the door and jump on the floor switch to unlock the door, then enter the building (I).

VERSE 6

ENEMY ENCOUNTERS

EASY MODES

Stage 1: Ardor x1

NORMAL (and above) MODES

Stage 1: Ardor x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	260	0	0:50	8360	0	1:00	1860	0	1:20	1860	0
GOLD	0:54	224	500	1:07	4004	500	1:20	1104	1000	1:47	1104	1500
SILVER	1:07	212	1000	1:24	2552	1000	1:40	852	2000	2:14	852	3000
BRONZE	1:20	200	1500	1:40	1100	1500	2:00	600	3000	2:40	600	4500

JÖRMUNGANDR'S STAFF: INTERIOR

Follow the winding stairs up the tall tower (I) until the stage one Ardors attack. This is your first encounter with these new enemies. The good news is they're not as tough as they look...



ARDORS

The Ardors are very slow compared to the enemies you've been fighting recently. Dodge their dashing sword attacks and go off on them in Witch Time. Use any available Torture Attack as soon as it becomes available. Take the large broadsword of the fallen and use it on the survivor for some devastating hacks and slashes. Defeating the two armored angels triggers a full moon, which enables Witch Walk, allowing you to scale the tower much more easily.

WITCH WALK UP THE TOWER

Use Witch Walk to run up the tower walls while avoiding the red, fiery wall graffiti (you'll receive contact damage if you step on the glowing symbols). Stop only to destroy gargoyles for items. Avoid the falling walkway that's breaking away from the walls as you progress upward. Jump over the debris if you cannot Evade it in time. Move all around the tower to make sure you don't miss any items along the way. Half-way up, you trigger a Harmony attack.



BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

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VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS

VERSE 7

ENEMY ENCOUNTERS

EASY MODES

Stage 1: Harmony x2

NORMAL MODE

Stage 1: Harmony x4

HARD (and above) MODES

Stage 1: Harmony x6

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO
PLATINUM	0:30	30	0	0:40	110	0	1:30	1860	0	1:30	800	0
GOLD	0:40	—	500	0:54	—	500	2:00	1104	1000	2:00	560	1500
SILVER	0:50	—	1000	1:07	—	1000	2:30	852	2000	2:30	480	3000
BRONZE	1:00	—	1500	1:20	—	1500	3:00	600	3000	3:00	400	4500



HARMONY TOWER BATTLE

Four Harmony attack as you near the top of the tower (that's right, a four-part Harmony in Normal mode). The whip is a good weapon for this fight. The katana is also excellent for air-hanging attacks or the Punch, Kick, Punch combo that produces the special slicing blade attack. Completing this battle unlocks the Verse 8 Alfheim Battle Arena back at the bottom of the tower. Specifically, the arena becomes available once all the spiral stairs have fallen. Head back down and attempt this challenge.

KEY ITEMS: BROKEN WITCH HEART

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Decorations (numerous), Dear (numerous)

HARD MODE

Stage 1: Fearless & Fairness (numerous)

NONSTOP CLIMAX MODE

Stage 1: Grace & Glory (numerous)

VERSE 8: ALFHEIM

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO
PLATINUM	—	—	—	1:30	30	0	3:20	30	0	3:20	30	0
GOLD	—	—	—	1:35	—	400	3:35	—	400	3:35	—	400
SILVER	—	—	—	1:39	—	800	3:51	—	800	3:51	—	800
BRONZE	—	—	—	1:44	—	1200	4:06	—	1200	4:06	—	1200



STAY IN THE AIR!

Remain in the air for a specified amount of time. You do not need to kill a certain number of enemies. We suggest equipping the katana to your hands and the shotguns to your feet; although just equipping the whip and methodically moving from one enemy to the next also makes this verse quite manageable.

MODE	TIME LIMIT	HP	REQ. AIR TIME
Normal	2:00	3	1:00
Hard	3:50	3	0:30
Climax	3:50	3	0:30

With the katana in hand, double-jump into the air and Punch to swing the blade. It doesn't matter if you hit an enemy; you'll still hang in the air when you swing. Avoid using charged swings, as they result in unstoppable ground pounding moves. You must keep your feet off the ground or the hang time counter resets.

Pressing the Kick button twice while in the air will shoot the shotguns at enemies below you that are automatically target selected. The recoil from the shotgun sends you higher into the air like little rockets on your feet. Do this as often as possible after a couple of swings; press the Kick button twice and hope for a boost.

The higher you can get into the air, the better off you'll be. Try to hit the enemies to maintain flight. After striking a creature, you can immediately jump up higher into the air. Move the left stick in the direction of the enemies to try to get above them and set up for another shotgun boost. Repeat this strategy until you hang in the air for one minute. As a last ditch effort, if you feel like you're eight seconds away from the finish and falling, press and hold the punch button to charge a sword swing and just hang there as long as you can to push for the goal time.

Mastering this skill makes it much easier to defeat the Harmonies (or any hovering enemy) and win an upcoming mini-boss battle with the Inspired. Pick up your **Broken Witch Heart** as you leave the arena.



94 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is located in the Battle Arena. It's on the floor of the bridge on the right side, very close to the point where the challenge is triggered. This bird is slow, so just walk up and grab it. You don't need to complete the Battle Arena to get the Crow.



KEY ITEMS: ARCADE BULLET, MAGIC FLUTE (EASY MODES ONLY)

ENEMY ENCOUNTERS

EASY MODES

Stage 1: Glory x1

NORMAL MODE

Stage 1: Grace & Glory

HARD (and above) MODES

Stage 1: Fearless x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	1:20	2660	0	0:50	800	0	0:50	480	0
GOLD	0:40	—	500	1:47	1484	500	1:07	560	1000	1:07	372	1500
SILVER	0:50	—	1000	2:14	1092	1000	1:24	480	2000	1:24	336	3000
BRONZE	1:00	—	1500	2:40	700	1500	1:40	400	3000	1:40	300	4500



TOP OF THE TOWER DOOR PUZZLE

Use the ramp at the top of the tower to pass safely through the fiery wall graffiti. Clouds cover the moon as you move beyond the far edge of the wall ramp. You fall to the ledge end of the ramp before a locked witch barrier doorway. The floor seals with a large metal flourish cover (J). This room has a witch barrier and a set of ledges on the opposite side. Climb the ledges, pull the lever, and then double-jump up through the hole in the ceiling above the lever to access another room (K).



There are a couple of crystal statues with a line of vases on either side in this area. Smash the vases on the right to uncover an **Arcade Bullet**. Check one of the statues to begin the verse battle with Grace & Glory. Equip the katana and go off on them. Evade as often as possible to keep things in Witch Time.



Defeat the monsters, then lift one of the statues. When the lightning countdown begins, run back to the hole in the floor, drop through, evade the lighting to enter Witch Time, and then perform combos on the witch barrier below to reach the next area (L). You exit onto a slippery, winding pathway that looks a lot like a large gray snake. First, head down the descending pathway to a nearby Battle Arena. In Easy modes, you'll find a **Magic Flute** in that direction.



VERSE 10: ALFHEIM

KEY ITEMS: BROKEN WITCH HEART

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Grace & Glory

HARD MODE

Stage 1: Grace & Glory
Stage 2: Grace x1, Glory x2

NONSTOP CLIMAX MODE

Stage 1: Grace & Glory
Stage 2: Grace x1, Glory x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	—	0:50	1250	0	2:00	10560	0	2:50	480	0
GOLD	—	—	—	—	0:53	800	400	2:09	4944	400	3:03	372	400
SILVER	—	—	—	—	0:55	650	800	2:18	3072	800	3:16	336	800
BRONZE	—	—	—	—	0:58	500	1200	2:28	1200	1200	3:29	300	1200

LIMITED KICKS AND PUNCHES!

Defeat all the angels before time expires using the limited number of punches and kicks allotted.

MODE	TIME LIMIT	HP	PUNCH/KICK LIMIT
Normal	1:00	3	Punch 10, Kick 7
Hard	2:20	3	Punch 30, Kick 23
Climax	3:10	3	Punch 40, Kick 24

The key to beating this challenge is to attack only when enemies are bunched up together so that one special attack goes right through them all—this is especially damaging during Witch Time. Equip the katana and run to the center of the arena as Grace and Glory are materializing. Stand between them and Evade as soon as one takes a swing at you.

In Witch Time, turn around and use the Punch, Kick, Punch combo to execute the large swinging blade attack that passes through both targets if they're in range. If the two creatures are not close to each other, then do not waste a punch or kick. Continue running between and away from them to force the foes to fight each other. As soon as they bunch up, approach them and wait for the attack. Evade and attack in Witch Time. Repeat this tactic until they're dead.

It's possible to finish this battle with just two dual attacks—we did it with 46 seconds remaining on the clock and used only five Punches and four Kicks. Pick up your Broken Witch Heart from the stump before you leave.



VERSE 11

KEY ITEMS

WITCH GRAVES WITHIN THE CITY JOURNAL, SONATE IN DK.448 LP, BROKEN WITCH HEART, ARCADE BULLET, RODIN & THE GATES OF HELL JOURNAL

ENEMY ENCOUNTERS

ALL MODES
Stage 1: Inspired

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		1:00	800	0	1:40	1250	0	1:50	1250	0	1:40	480	0
GOLD		1:20	560	500	2:14	800	500	2:27	800	1000	2:14	372	1500
SILVER		1:40	480	1000	2:47	650	1000	3:04	650	2000	2:47	336	3000
BRONZE		2:00	400	1500	3:20	500	1500	3:40	500	3000	3:20	300	4500



SNAKE PATH

Back on the slippery path, follow the route up the incline while jumping to avoid the wind gusts and subsequent damage. As you round the central mountain, an Inspired (snake-like dragon enemy) is seen flying upward along the pathway. You'll fight this beast soon enough. When you near the fountain (M) at the alpine crest, jump from the path into the fountain pool and find the **Witch Graves Within The City** journal in the water.



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HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is located on the back edge of the fountain pool not far from the chest. This bird is slow, so you can easily skate up and capture it before it flies off.



Find a chest behind the fountain spout and break it to uncover the final piece of the **Sonate in DK.448 LP**. Now you can trade the LP for a new weapon at the next shop you pass. Equip the katana and jump back to the snake path, then run up the incline. The Inspired smashes up through the path, weakening it and making the rest of the trip to the top much more treacherous.

CRUMBLING PATH

With the katana equipped, you can perform forward dash attacks to get ahead of the crumbling pathway. (Of course, you can also just run if you would rather spare the acrobatics.) Jump and glide only if you have to clear a gap. The gliding may cause too much air hang time and the path you need to land on could crumble before you reach it. The dash attack is a great way to get through this dangerous area quickly and safely.

INSPIRED BATTLE

You face the Inspired in a one-on-one battle at the top of the mountain (N). The beast flies around the battle arena, whipping you with its tail every chance it gets. Equip the katana and use some of those air hang time attacks you learned in a recent Battle Arena. Slice the boss while in the air. Perform multiple air combos on its head and body as it passes by. Stay off the ground as much as possible.

When you knock the Inspired down to half of its health, you get the opportunity to perform a special "Counter" move on it. The prompt appears when an Inspired flies past you; at this moment, simultaneously press Punch and Kick while on the ground to begin the special counter attack. Bayonetta will mount the head of the Inspired and cock her legs, producing a double-fisted Wicked Weave. Press the Action button repeatedly and quickly for lots of bonus points as the fists and feet pummel the beast's face!

This special counter move ends with Bayonetta slamming the Inspired's head into the ground. While it's dazed, run up to the monster and unleash some combos before it has a chance to get up. Beat it until you reach the Climax option. Press Punch and Kick in unison and Bayonetta will summon Malphas to devour the dragon like a worm. Press the Action button quickly to earn bonus points.

58 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the right side of the narrow pathway leading from the Inspired battle grounds to the Jeanne battle area. Again, an Arcade Bullet appears if you've already captured the bird and are playing the level again.



BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS



TOWER

At the base of the tower (O), you can enter the Gates of Hell and trade the latest LP for a new weapon... the Durga. It is said that a demon with a thousand arms is imprisoned within these razor sharp claws. From the portal at its hilt, the weapon can summon two types of arms, fire and lightning, to bear against enemies.

Exit the shop and head up the tower using the broken pathway as jump platforms. Collect the **Rodin & The Gates Of Hell journal** along the way. The **Broken Witch Heart** is in a chest on a ledge above that. Smash the gargoyle to the right of the exit at the top of the tower to uncover an **Arcade Bullet**. Exit the tower and prepare to battle another Inspired.

VERSE 12

ENEMY ENCOUNTERS

ALL MODES
Stage 1: Inspired

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	260	0	1:00	480	0	1:10	800	0	0:50	480	0
GOLD	0:54	224	500	1:20	372	500	1:34	560	1000	1:07	372	1500
SILVER	1:07	212	1000	1:40	336	1000	1:57	480	2000	1:24	336	3000
BRONZE	1:20	200	1500	2:00	300	1500	2:20	400	3000	1:40	300	4500



GREAT UMBRAN STATUE

INSPIRED BATTLE

Another battle with a single Inspired begins when you exit the top of the tower onto the large balcony of the Great Umbran Statue (P). This is similar to the last Inspired fight. Refer to our Verse 11 strategy for details on how beat this monster.

VERSE 13: HIDDEN VERSE

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Harmony x4

NORMAL MODE
Stage 1: Harmony x5

HARD (and above) MODES
Stage 1: Harmony x6

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX			
	TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM		0:50	800	0	1:30	2660	0	2:10	2660	0	1:20	480	0
GOLD		1:07	560	500	2:00	1484	500	2:54	1484	1000	1:47	372	1500
SILVER		1:24	480	1000	2:30	1092	1000	3:37	1092	2000	2:14	336	3000
BRONZE		1:40	400	1500	3:00	700	1500	4:20	700	3000	2:40	300	4500

FIRST INSPIRED BATTLE ARENA

A secret verse battle is unlocked after beating the last Inspired. Head back into the tower and jump down to the bottom. Then exit and return to the arena (N) where you battled the first Inspired. Defeat the Harmony using air hang time katana and (as soon as you have enough Magic Power) chainsaw attacks. When the battle is won, return to the last Inspired battle area (P).





VERSE 14

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Jeanne

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	260	0	2:00	480	0	2:00	800	0	3:30	480	0
GOLD	1:07	224	1000	2:40	372	1000	2:40	560	2000	4:40	372	2000
SILVER	1:24	212	2000	3:20	336	2000	3:20	480	4000	5:50	336	4000
BRONZE	1:40	200	3000	4:00	300	3000	4:00	400	6000	7:00	300	6000



JEANNE BATTLE

Smash or jump over the gate between the Inspired arena (P) and the area where you are about to battle Jeanne (Q). Run forward until the battle intro movie plays. Witch Time is then automatically enabled. You have 10 seconds to make it across the tumbling land platforms. Jump from one platform to the next. When you reach the dead end wall, tilt up on the left stick and press the Jump button to vault to the next platform.

After a confrontational movie between Jeanne and Bayonetta, the actual fight begins. Equip the katana or Durga for this battle. If you're fortunate enough to still have the chainsaw from the bonus battle (Verse 13), use it as your first attack. This sucker will devour more than half of Jeanne's first stage of health!





BASICS

WALKTHROUGH

PROLOGUE

I

II

III

IV

V

VI

VII

VIII

IX

X

XI

XII

XIII

XIV

XV

XVI

EPILOGUE

EXTRAS

A boulder flies into the arena at this mark and both Jeanne and Bayonetta catch a ride on it to continue the fight. Jeanne has access to Wicked Weaves, so be ready to Evade every move she makes to avoid this. Turn the tables on her and deal some Wicked Weave of your own.

After depleting Jeanne's health gauge of all green, another boulder comes careening toward you. After some fantastic aerial acrobatics, you both land on another battle arena platform. Jeanne will be ready to continue the battle with her Angel Slayer. When you whittle away half of her remaining health, a Counter attack is reached. Press the Punch and Kick buttons at the same time to use it.

Tap repeatedly on the Punch button as Jeanne and Bayonetta engage in a flurry of Wicked Weaves (depending upon the attack, you may need to press Kick repeatedly instead of Punch). Bayonetta's final punch breaks through and wallops Jeanne, taking all but a tenth of her health. Finish her off quickly before she can do any harm.

In the ending cinematic, Bayonetta sees Jeanne transform into a wildcat and speed off at lighting speed. This transformation is now also available to you. Double-tap on the Evade button and Bayonetta transforms into a black panther. While running at an incredible speed, double-jump the gap between boulders to complete the chapter!

