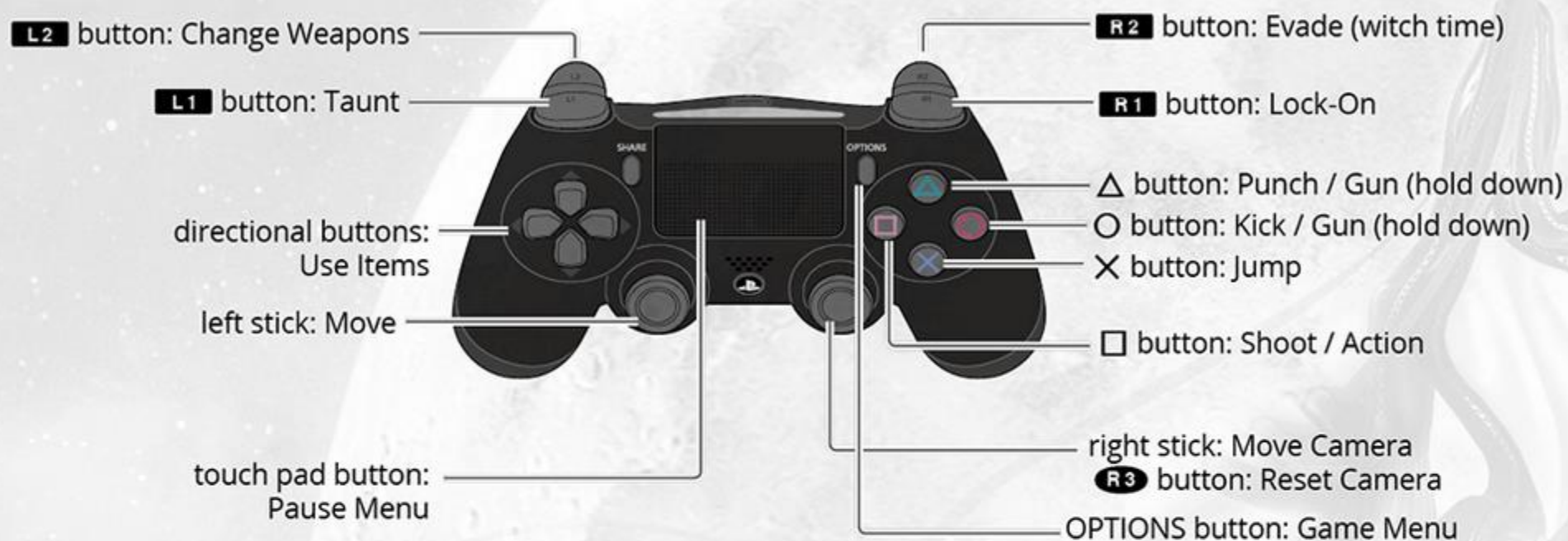


Controls

QUICK CONTROLS



	MENU CONTROLS	ACTION CONTROLS
left stick / directional buttons	↑↓: Highlight menu item ←→: Change option	left stick: Move Bayonetta ↑←→ buttons: Use Items
right stick	-----	Move Camera
⊗ button	Select menu item	Jump
⊙ button	Cancel/Exit menu	Kick / Gun (hold down)
⊠ button	Cancel/Exit menu	Shoot / Action
△ button	-----	Punch / Gun (hold down)
OPTIONS button	Switch to Practice Mode (at load screen)	Game Menu
touch pad button	Select menu item	Pause Menu
L1 / R1 button	Select sub categories	L1 Taunt / R1 Lock-On
L2 button	-----	Change Weapons
R2 button	-----	Evade (Witch Time)

WALK/RUN

Move Bayonetta by using the left stick. Push the left stick a little to walk or all the way to run. Note that while Lock-On (**R1** button) is active, Bayonetta can only walk, not run.

KICKS/PUNCHES & COMBOS

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



BULLET CLIMAX

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



HANDGUNS

Press the **⊠** button to fire a single shot and hold for rapid fire. Firepower is relatively weak, but these guns can be used regardless of what Bayonetta has equipped.

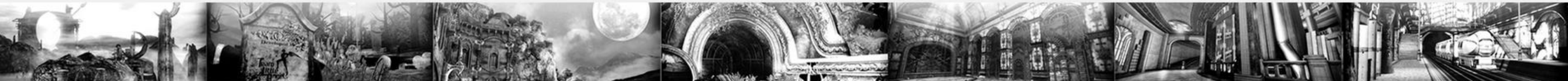
EVADE

Press the **R2** button to quickly back away from an overwhelming conflict. Using the left stick during this action will allow Bayonetta to acrobatically evade in any direction.



* Witch Time

Dodging at the last possible moment will trigger "Witch Time". During this time, Bayonetta can take action in hyper speed, allowing her to even run on water.



JUMP

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

* Gravity Reset

Click on the **L3** button while Bayonetta is performing "Witch Walk" (walking up/down the wall and in mid-air) to quickly set her feet on the ground.



LOCK-ON

Holding the **R1** button will automatically lock-on to a nearby foe. The locked target will be identified by a red lock-on mark.



CAMERA

Use the right stick to change the angle of the camera to view your surroundings. Note that there will be some scenes where you cannot control the camera. To reset the camera behind Bayonetta, use the **R3** button.

CHANGE WEAPONS

Press the **L2** button to quickly switch Bayonetta's weapons from Set A to Set B during combat. To modify Bayonetta's equipped weapons (Set A and B), you must access the Game Menu by pressing the **OPTIONS** button.



TAUNT

Press the **L1** button to taunt nearby foes. The enemies can become more hostile, but Bayonetta can recover her magical power (Magic Gauge) in return.

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