



# Controls

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

## XBOX ONE CONTROLLER



|                              | MENU CONTROLS  | ACTION CONTROLS   |
|------------------------------|--|---|
| left stick / directional pad | <ul style="list-style-type: none"> <li>↑↑ Highlight menu item</li> <li>↓↓ Change option</li> </ul> | <ul style="list-style-type: none"> <li>L Move Bayonetta</li> <li>+++ Use Items</li> </ul> |
| right stick                  | -----  | R Move Camera   |
| A button                     | Select menu item   | Jump  |
| B button                     | Cancel/Exit menu   | Kick / Gun (hold down)  |
| X button                     | Cancel/Exit menu   | Shoot / Action  |
| Y button                     | -----  | Punch / Gun (hold down)   |
| LB button                    | Switch to Practice Mode (at load screen)   | Game Menu   |
| RB button                    | Select menu item   | Pause Menu  |
| LT / RT buttons              | Select sub categories  | LB Taunt / RB Lock-On   |
| L3 button                    | -----  | Change Weapons  |
| RT 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 (RB) 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 B or Y button longer will allow Bayonetta to fire shots after a punch or kick to inflict additional damage. Countless variations of Combo attacks are also unleashed by successively pressing combinations of B and/or Y buttons.



## BULLET CLIMAX



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

## HANDGUNS

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

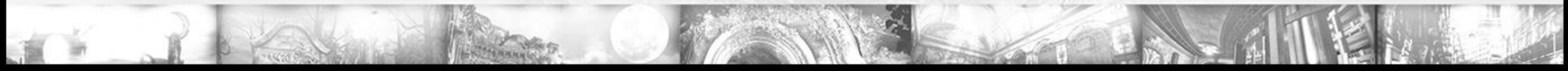
## EVADE

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



### \* Gravity Reset

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

### LOCK-ON

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



### CAMERA

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



### CHANGE WEAPONS

Press **D** 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 **Start** button.



### TAUNT

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

©SEGA. SEGA, and the SEGA logo are either registered trademarks or trademarks of SEGA Holdings Co., Ltd. or its affiliates. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. All other trademarks, logos and copyrights are property of their respective owners.

Unauthorized copying, reproduction, rental, pay for play, public performance or transmission of this game is a violation of applicable laws.

