



Bayonetta Guide

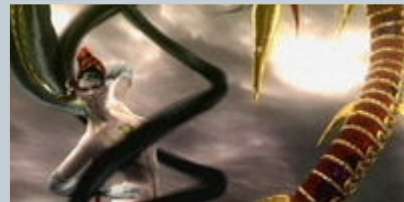
by [Travis Fahs](#)

It's nothing unusual to see disenchanted game creators strike out on their own and form new companies, but it's very rare that they're able to rival the work they did earlier. Bayonetta seems to be a rare exception, earning reviews Dante would be proud of, and introducing a host of new advancements to both the gameplay and the cheesecake sensibilities. Bayonetta is actually a surprisingly deep, challenging game that can easily hang with the genre's big boys. IGN is here to help you plumb those depths with detailed tips to survive and thrive.

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Bayonetta Basics

Wicked Weaves

Certain combos that Bayonetta executes will end with a Wicked Weave blow. These magic blows are large, powerful, and are able to home in on an enemy not immediately within range (although there is still a limited radius in which this will work). Many of these blows come at the end of long combos, but others can be triggered more quickly. In addition to being damaging, these can be useful in knocking out groups of enemies or highly mobile enemies that are otherwise difficult to hit such as Fairness or Enchant.

Torture Attacks

If you build up your magic enough (either by landing hits without taking damage or by evading hits) you can do a Torture Attack. The specific attack is based on the enemy it is performed against, and will involve rapid button presses or stick movements to power up. These moves are very powerful, and best conserved for the more powerful foes in a group (Ardor, Grace, Glory, etc).

Angel Weapons

The other advantage to Torture Attacks is that they cause enemies to drop weaponry. Generally speaking this weaponry is more powerful than your basic attacks, but they may also be slower and clumsier so you shouldn't necessarily grab a weapon just because it's there. They also tend to lack the versatility of Bayonetta's normal combos.

Guns

Bayonetta has both heel and handguns. These can be fired separately at long range, but they have very limited use. They're good for bothering flying enemies like Inspired, and occasional bosses that hang out beyond the range of punches and kicks, but it doesn't do a great deal of damage. Bayonetta can also use firearms by holding down an attack button at the end of a combo, tacking on some extra damage toward one or more targets. These moves vary based on the weapons Bayonetta has equipped, and this is pivotal for understanding the unique advantages of different weapons.

Combo Queen

Bayonetta has a lot of different combos. And we mean a ton. Because of this, it's easy to mash buttons and do a lot of nifty looking stuff, but it also means that it's easy to lose control of your character and perform the wrong move. Some combos are generally more damaging and useful than others. Here are a few of our favorite go-to chains and when to use them.

PKP

This is the easiest, shortest way to get off a Wicked Weave blow, if not necessarily the strongest blow. This is perfect for fighting fire enemies or other enemies with a particular weakness for these attacks in a tight space.

PP-K

This one is similar to the last but a bit stronger. The downside is that the timing is very sensitive. In order for the last blow to be a Wicked Weave kick, there needs to be a slight beat between the second punch and the kick.

PPKKK

This is a long, easy combo that ends with two Wicked Weave kicks. It's one of the most damaging combos, and the Wicked Weave moves give it great range. It can be useful against groups of enemies because the Wicked Weave attacks can hit multiple enemies. The short execution of the initial combo also means it can be performed away from enemies at a safe distance and still land the final blows.

PPPPK

This is one of the longest and strongest combos. Four punches followed with a Chun-Li-style flurry of kicks, and finally a Wicked Weave if landed right. This is a mean combo, but the fact that it's so very long means it can leave you vulnerable to other enemies, so it's best reserved for Witch Time. This is perfect against highly mobile enemies like Enchant that you need to nail down for as long as you can. It's also the go-to combo for filling up your magic meter as fast as possible. It can also be performed in the air.

KKhK

Kick, Kick, hold Kick. This simple combo ends in a 360 spin with gunfire, which makes it perfect against groups of small flying enemies or other popcorn.

The Waiting Game

Executing long combos is not in and of itself beneficial in Bayonetta. This isn't Guilty Gear. Enemies can easily break combos much of the time, and they leave your defenses down. The key to Bayonetta is exploiting your enemies' vulnerability. Using Witch Time or waiting until your enemy is open will be the key to your success always. All of the enemies have fairly simple, readable patterns, and watching them is far more important than blind aggression.

Bayonetta Walkthrough

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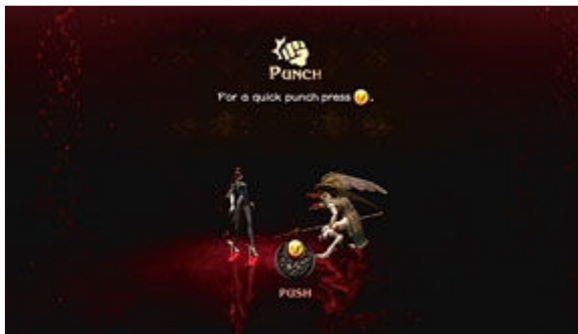
Epilogue: Requiem

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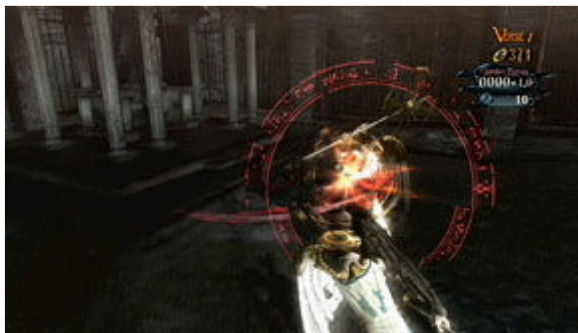
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Prologue: The Vestibule

The first part of this stage is a rather old-school tutorial that teaches you the basics of offense and defense. Definitely spend some time exploring the different combos and the damage they deal because there are many, many different strings that will work and the sooner they become intuitive the more successful you will be.



Now you get some field practice. These guys are pretty vulnerable to wide sweeping attacks, so kick-heavy combos tend to do well. After a bit some small flying enemies show up, which are easily dispatched using any of Bayonetta's gun attacks.



After you jump over the fence and see the cut scene, you'll be facing a miniboss by a car. He has a few more of the normal baddies around him. This guy is extremely vulnerable you Bayonetta's aerial kick attack, which comes crashing down on his head. He's basically defenseless against it.



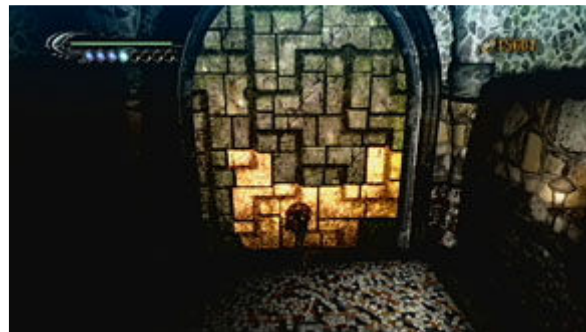
This is all about offense. Don't worry much about dodging or anything like that. Just stay on top of the enemies and build up your meter as fast as possible with good punch-kick combos. The instant your torture attacks become available use them. Do this three times before the timer runs down.



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Chapter I: The Angel's Metropolis

This is a non-combat area. Smash the benches to collect items if you like, and then head down the platform and across to the other side. Through the security checkpoint, there's a wall Bayonetta can smash through with her combos.



Jump down the pit and smash the chest to get a key. Climb back up and double jump across to open the door.



Verse 2 is really short. Just beat up a couple enemies with extended combos to check out Bayonetta's revealing Wicked Weave moves.

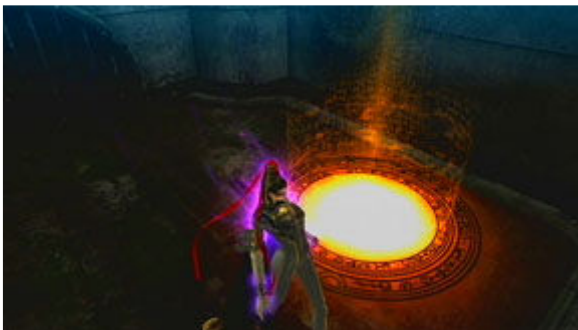


As you approach the water, the statues initiate a countdown. At the end of the countdown, lighting strikes. You must dodge it at the last second to initiate Witch Time. This allows you to walk on water. If you mess up just examine the statues again. Punch through the panel to activate the lift at the end.



Alfheim

This is optional. Once the lift is activated, go back to where you got the key, down in the pit. The portal will take you to Alfheim, an area for special challenges that each reward you with an item. In this case you'll have to fight a bunch of fairly wimpy enemies, but you have to beat them entirely in Witch Time. This will yield a Moon Pearl.



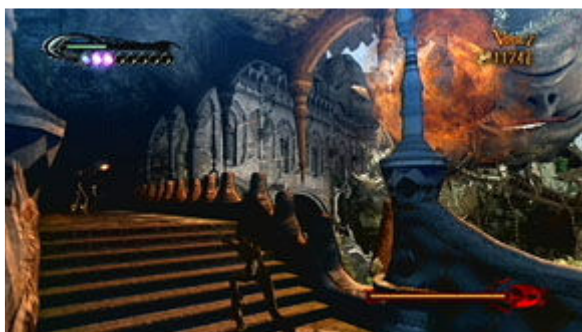
Now take the lift. You'll have a chance to shop just down the hall. After this, head to the courtyard to get down to business. You start off with a small miniboss called Applaud. You can fight him the way you did before with aerial kicks. The enemies will also drop staffs, which will do nicely to help you handle the smaller enemies.



After a while, Beloved, a larger boss, shows up. Beloved is pretty simple. He swings at you with his axe. Dodge it at the last second (the timing is actually pretty generous thanks to his broad swing) and you'll activate Witch Time, giving you the chance to attack his vulnerable point on his back. This is pretty much the pattern for the entire fight.



Go inside. There are just a couple of insignificant enemies here, which conclude Verse 6. After this, you have a flashback to a giant boss fight against a two-headed dragon. Run left until you reach the area with the other witches. Now you have to watch the dragon's movements. When a head roars, it's about to strike. Perform Witch Time during these strikes and you'll have the opportunity to attack the head for a few moments. His other two attacks are shooting fireballs (easily dodged), and a tail sweep which you have to jump over. This is a little harder but the long wind up is easy to read and the double jump will keep you airborne long enough. This fight appears daunting, but ends when you eliminate 1/3 of his health.



Another statue boss like Beloved appears after this. Jump over his swipes. When he breaks off the bridge,

Chapter II: Vigrid, City of Deja Vu

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Alfheim

After defeating the Enchants, go back up the path to where the trolley came from and take the portal. This is a very tricky one that you probably won't be able to pull off on your first play through. You have a limited number of punches and kicks, so you need to make them count. The best way is to open with a good combo and get off a Wicked Weave or two, and then hold down the button for gunfire attacks on the rest. Even still, it's very tough to finish him off entirely in time.



Right after this, you can head down the road to the still-burning trolley wreckage (not the burnt out wreckage where the last portal is). There's an archway to the left, and if you jump on top of it, you can get to another Alfheim. Open strong with this one. Do a Kick, Kick, Hold Kick combo to knock out the flyers, and then use PPPPK combos to do Bayonetta's Chun-Li impression and hold enemies. Make sure to use your torture attacks on the big ones.



Beloved shows up again, still weakened from the last fight. You can fight him in much the same way, but part of the way into the fight a second shows up. Try to focus on finishing up the first one before taking on the second. Remember it doesn't matter which one's attack you dodge to get Witch Time.



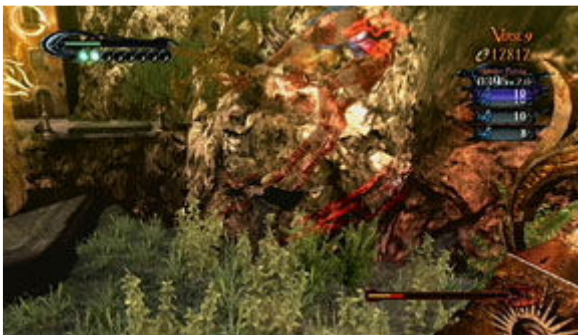
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Alfheim

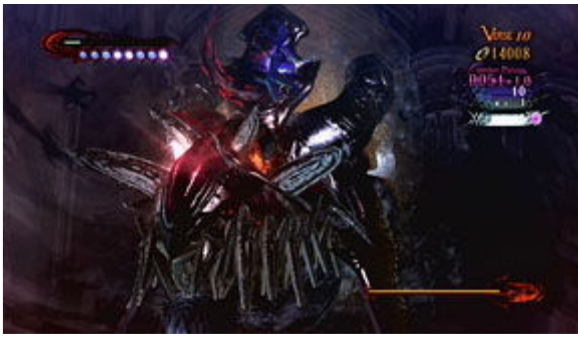
Now if you want another Alfheim challenge, you can back aaaaall the way up as far as you can (further back than the last Alfheim portal). You have to get off six torture attacks. The best way to do this is to PPPPK combo enemies to quickly build up your meter and then let loose. The timer is really your biggest enemy here, so be aggressive and don't try to lean too heavily on Witch Time.



After this, you'll come to a locked door with one statue and the shattered remnants of a second. Go downstairs and beat up the enemies to restore the second statue. Now go back to the door, examine the statues and run down to where you fought the enemies. Bust down the bride and run across as quickly as possible.



Now it's boss time. The dragon has his head stuck through the wall. Keep away from him and he'll only have two attacks where he can hit you: One where he gnashes his teeth three times and then strikes, and one where he shoots a fireball. Both of these are easy to spot in advance and then dodge for a chance to strike with Witch Time.



After his health is about one-third gone, he'll take to the sky and bring the room with him. After this, you can attack the red head from the side, and you'll mostly have to deal with the blue head, which has a similar pattern to the first part of the fight. Because you'll have better opportunities to attack, this part goes quickly. Afterwards, there's a short QTE sequence.



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Prologue

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Chapter III: The Burning Ground

This fight is where things finally start to heat up. Lots of fiery enemies surround you, and they have some hard-to-break defenses. Their attacks are slow and easy to read, however, which makes it easy to abuse Witch Time and leave them vulnerable. One good combo leading into Bayonetta's slap move should eliminate an enemy. The key here is just being fairly consistent so you can quickly build up your meter and unleash torture moves. The axes they drop can be a real help in breaking their defenses as well.



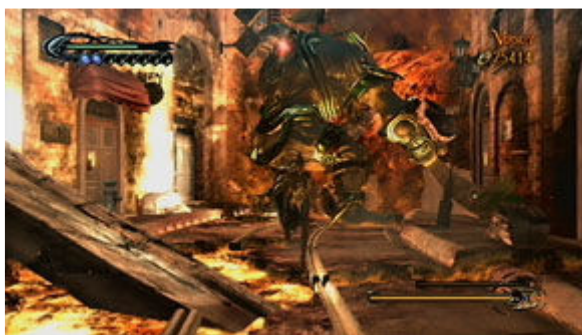
Alfheim

Alfheim After you defeat the enemies in this area, there's a very obscure portal to Alfheim. You can go up the stairs in the back of the level and kick a trash can. This activates a portal down on the (almost) ground level. You have to stay in the air for 20 seconds. This is pretty easy, as you just have to rattle off combos to regain your re-jump. Just stick to punch combos, as a mistimed kick could send

you downward. The Crow Within ability can help here as well, but isn't necessary.



You have an Indiana Jones-ish race from a lava wave after this. The second Beloved tries to block you, but you can double jump past him on the right side.



After this, Fairness, a Griffin-like enemy, shows up for a mini-boss fight. This one is pretty easy. Stay to his size, and dodge when he charges or shoots a projectile to initiate Witch Time. Defensively, this guy is a chump.

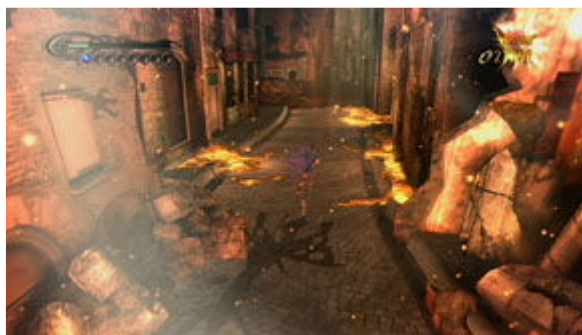


Alfheim

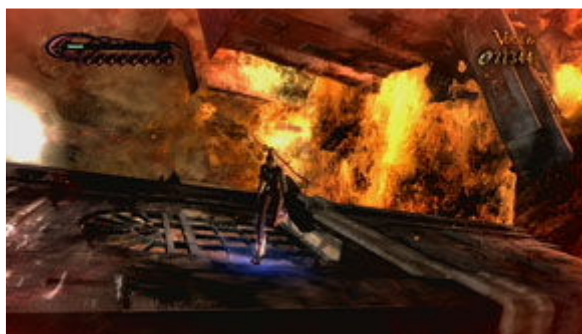
When you reach the Witch Time statues, turn around and head down the path (remember there was a bridge puzzle here in the last chapter). At the bottom, jump up onto the ledge above to find the portal. This one's pretty easy. The whip-like weapon works best by far.



There's another Witch Time puzzle up ahead, this time involving a lava spurt. It might take a few tries, since the Witch Time doesn't last long and you still need a well-timed dodge through even with the slow-motion.



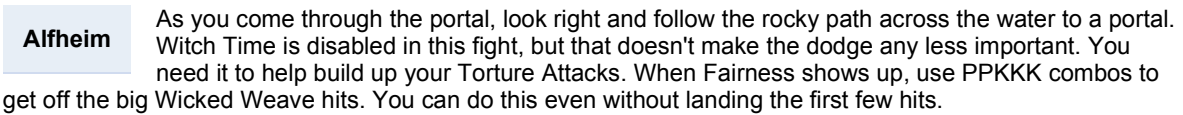
After this, you get to do some topsy-turvy wall running. There are a few easy enemies at first, but you'll mostly be running back and forth between the lava bridges. When you see the scene with the lava wave, get across to the other side and then run up the tower to safety. The sequence ends with a QTE, so be at the ready.



Now you have to fight two Fairnesses at once. Offense comes easy in this fight, so just concentrate on defense, with consistent dodges, so you can build up your meter quickly and end the fight as fast as possible. It's not that much harder than the last fight, but it is less forgiving.



The fight in the cavern is a lot like Verse 1, but the lava patches make dodging a problem, so lure the enemies back to the wider part of the cave so you can fight more freely in the same manner as before. There's only three of them this time, so it goes quickly.



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Alfheim

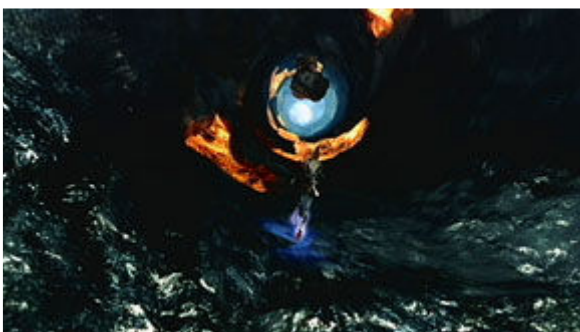
After you restore the bridge, but BEFORE you step on it again, backtrack into the cave to find an Alfheim Portal. This one forces you to use Wicked Weaves. Quick PKP combos work, but this one is easier with the Shurba quipped.



Defeat the enemies on the bridge (air juggles are good for this mixed group) and then cross the rest of the bridge, running as fast as you can and jumping before the breaks. When you climb up the cliff wall, grab the Broken Heart and then head into the cave.

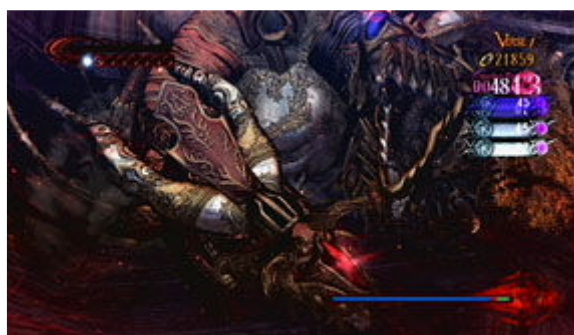


Wall-run up the vertical cave, taking care to avoid the falling rocks. From here, it's a short, unobstructed trek to the end of the level.



Chapter IV: The Cardinal Virtue of Fortitude

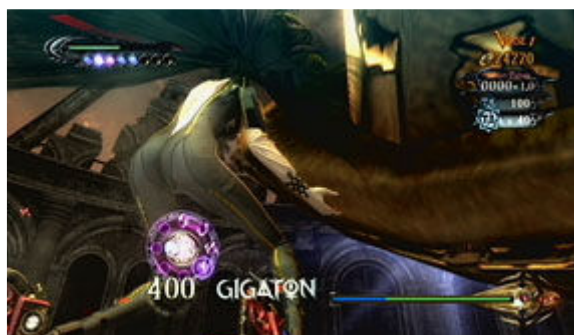
This battle is the hardest you've faced yet. Fortitudo returns once more, and this time he's much more powerful. You start off on a small bridge. You have room to dodge left and right, and you can activate Witch Time when he strikes with his head and deal some damage. Notice Bayonetta's range has improved here.



Hopefully you deal enough damage without falling off, and you'll see him fall to the ground and the lava stops flowing. This is your queue to jump down and attack his head. You can find the hourglass down here to return to the bridge, which is recommended because it's easier to avoid his attacks. You'll also want to do this immediately if you happen to fall down here while the lava is still flowing.



After a while, his pattern changes, and he perches on the outer rim of the coliseum. He will shoot a lava attack. This is your queue to activate Witch Time, while on the lower level. This will immediately trigger a QTE sequence that will result in Fortitudo losing one of his heads. Completing this sequence also acts as a checkpoint.



You'll have to repeat the whole affair to destroy his second head in exactly the same manner. After this, he takes off and you'll have to fight his headless body in a flashy mid-air fight on a chunk of the wall. Go to the

edge and attack him with basic combos. Watch the ground. When you see yellowish light below, start dodging to avoid his spike attacks. Also get out of the way if he winds up to charge (you'll see a yellow ring on the ground indicating the damage radius) or if he shoots lava. This part is pretty simple compared to the last fight.



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Chapter V: The Lost Holy Grounds

To start with, jump over the collapsing parts of the path. When you get to the small cherub heads, use your guns to mop them up.



Grace and Glory can be a tough fight, but if you open strong it will be a lot easier. Hopefully you built up your meter when fighting those popcorn enemies, so you can open with a Torture Attack, which should knock off about 80% of the health of one of these guys (if you're fast on your stick rotation), and allow you to quickly make this one-on-one. Juggle attacks or downward strikes from above with help exploit weaknesses in his defense.



Alfheim

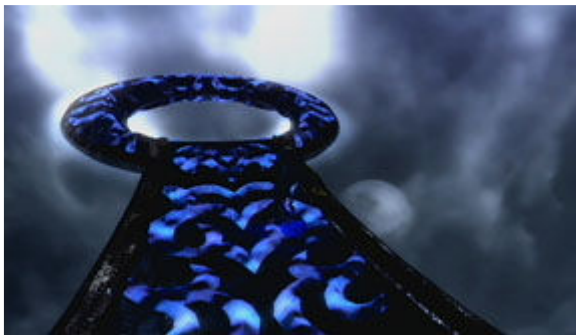
After defeating Grace and Glory, go back to the start of the stage to find an Alfheim portal. This one is pretty easy, you just need to be good at triggering Witch Time and managing Torture Attacks. Your reward is a Broken Moon Pearl.



Fearless joins up for another two-on-one fight. This one's pretty easy. Just dodge a lot and use strong combos. You should be able to build up enough to do a Torture Attack pretty easily. This isn't as immediately effective here as in the last fight, but it's easier to get done.



After this you'll have to fight some large-ish enemies as the ground collapses. Your finishers are where you'll do all the damage. Leap past the trumpeters before the ground falls. Now turn the crank to make it night time, and run up the newly lit protuberance and jump through the hole.



Dodge or kill the enemies as you fall horizontally. This is a good opportunity to build up your meter. There's a reprise of the Grace and Glory fight here. There's not much to add, as this fight goes down exactly the same. Now, you have to fight Harmony. This is easy, but be careful, because if you happen to die, you'll have to replay the Grace and Glory fight. Don't forget to grab the Broken Witch Heart in the chest here.

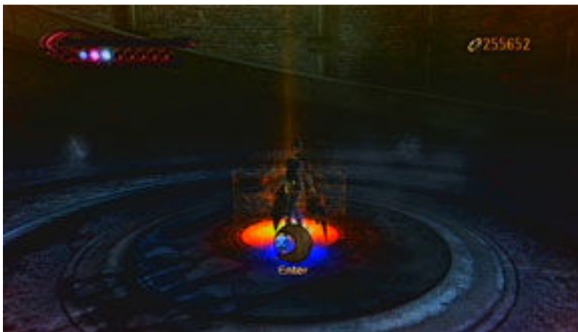


When you reach the door, climb up to the ledge above the door and jump down onto the pressure switch to open the way inside. You battle Ardor here, once again in a pair. It's very important to fight in Witch Time at least until one of them falls. Their sword swipes are broad, if fast, but mashing dodging can usually accomplish what you need.

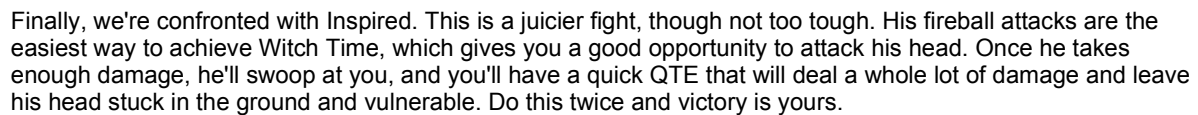


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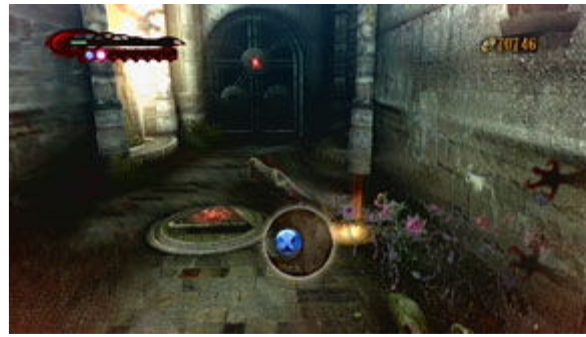
Run up the wall to the ceiling and up the tower. Avoid the fiery bits and defeat the Harmonies. After they're dead, drop back down to the ground floor to get the portal to Alfheim. This one is another based around staying in the air. It's a lot harder than the last, so we really recommend you get Crow Within before you tackle this one.



When they're done, wall-run up to the ceiling and up the tower. Ignore the enemies and just keep heading up. When you reach the top, jump up to the ledge and throw the switch. Now you can jump up to the area above. You have to fight Grace and Glory AGAIN, and then you'll have access to a statue to activate Witch Time so you can pound through the door in the room below.



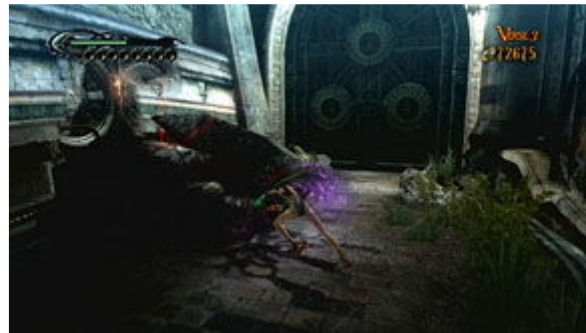
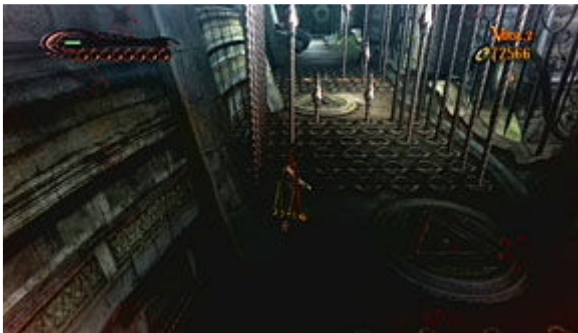
When you get outside, hang a right and go down the spiral. At the end is a portal. This one is a limited attack challenge with Grace and Glory. It's nigh impossible at this point so come back later with the Durga and use charge attacks.



Examine the statue in the next room to summon a pair of Inspired. Get on the bottom level and take them head on so you can use your counter moves to take them down quickly. When they're gone, you can use the statue to get Witch Time and cross the fountains.



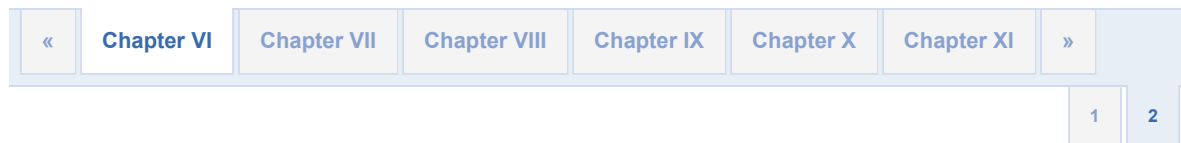
In the next area, you'll have to pass over some spike traps. Use your dodge to make it a little easier. At the end of the hall there's a pile of rubble. Destroy it to reveal a switch that will disable the spikes. After this you can fight a few medium sized enemies and use you beast form to activate the switches.



Alfheim

After you kill the enemies in the spike hallway but before you move on,. You can backtrack to the room with the witch statues. On the back ledge there's a portal. This one is another torture stage, so it's really about building up the meter quickly and getting a lot of good dodges off.



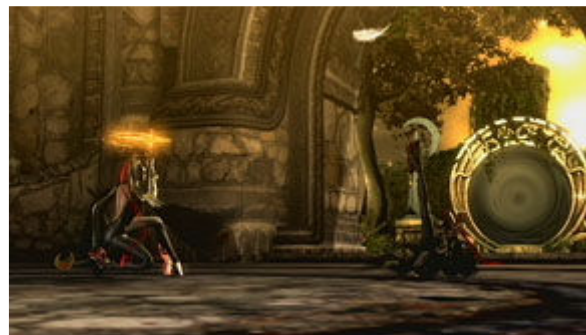




Now you're faced with a massive Beloved. Don't even really sweat the Witch Time and attack his feet. After a while, he'll stand upright and summon a rain of fireballs. Jump up and attack the weak spot on his back now. He should be dead in no time.



You have to make your way down a hall with lasers. Dodging these can be tricky. We'd advice against trying to rush it in beast form, and just use dodges and be careful. Now you'll have to fight a Bayonetta impersonator. She's a complete punk, tarnishing your bad name. Just stay on the offensive and use combos to tie her up.



After you defeat her initial form, she reemerges as Joy. She splits in two. When she uses her whip attack, dodge and get Witch Time. She takes heavy damage, so if you use your best Wicket Weave moves, you can defeat each of them with two combos.

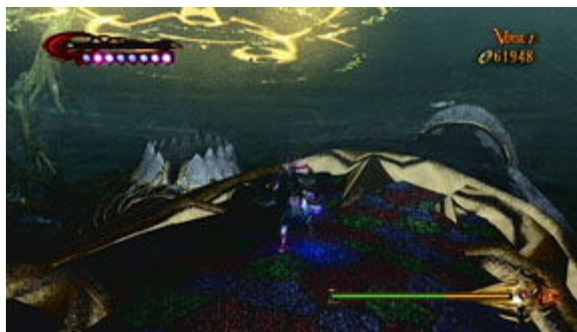


Chapter VII: The Cardinal Virtue of Temperance

Temperentia returns for an epic battle. When he grabs the platform, attack his fingers. This is how you'll be getting most of the damage done. When he does his downward punch with a spiral wind around his fist (learn to distinguish this from the other punch attacks), you can do a counter, which allows you to run up his arm and attack the red vulnerable spot around his armpit area. This thing spawns some blue shots that fire at you in a delayed pattern, so dodge these and then you'll be able to attack until you can do a Climax Attack.



After he loses one arm, his pattern changes a bit. He'll frequently throw the platform you're on up into the air and then smash it. Dodging this is a bit tricky. You'll have to leap into the air and dodge back. This time around, his mouth will be doing the shooting, which is actually a tad easier. Keep attacking and doing damage, and once he does his spiral attack again you can take out the other arm.

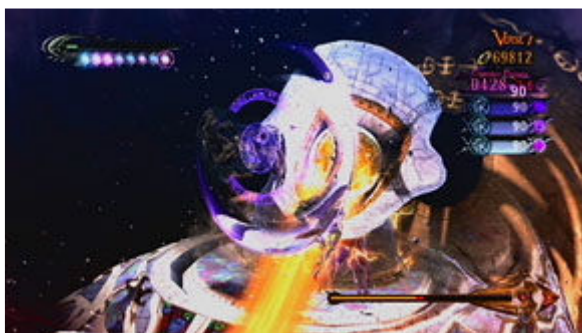


Now you're on his body. You have to attack three points: one on each hip and one on his back. These are just like the points on the arm and attack with the same projectiles. This part is very easy, but be careful all the same, as a much-needed checkpoint follows as soon as you destroy all three.



Once you destroy the orbs, the shield around Temperentia's head collapses. This is a checkpoint, and

something of a second fight altogether. He has a few basic attacks. He looks upward and then rains down projectiles, which are easily dodged. He also does a large beam attack from his mouth. It's very difficult (though still possible) to get Witch Time in this fight, so don't worry about it. Instead run up to his mouth. He'll try to bite you, and when he does, you can rotate the stick to escape him and then stun him for a good long while so you can get some serious damage done.



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Chapter VIII: Route 666

You have to love this stage just for the classic Sega arcade soundtrack (starting with Splash Wave). The first verse is pretty easy. Just hop from rooftop to rooftop and clean up all the basic enemies.



After this, you have to battle a few Joys in the middle of traffic. Get off to the shoulder to fight them safely. Witch Time leaves them pretty vulnerable, so this isn't too hard as long as you stay out of the way of the cars.



There's a pretty long action sequence that is hard to break down. You'll mostly be concerned with using the dodge button to get under the doors and the axe swings of beloved. Later on there's a couple jumps to make, but they'll be obvious from prompts.



Finally you have to fight the Braves, which are like small versions of Beloved. You can't use Witch Time in this fight, so just dodge their attacks and try to get behind them. After a while, they'll form up one larger enemy. This is your change to attack the weak spot on his back. He'll also do a move where he grabs you, which can be countered with a QTE.



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Chapter IX: Paradiso - A Remembrance of Time

You can leap over the gaps on small seals in the air that serve as stepping stones. When you land near the fountain, fight the three enemies and get the key and use it on the fountain.



Alfheim

Before climbing up the rings around the fountain, go toward the big door with the sun symbol. Smash the door down. This challenge is like the Cereza defender missions. Place the bubble in the corner next to the bridge, and just fight, fight, fight.



You can climb up the rings to get on top of the globe. There's another very similar fight here to get a second key to use in a second fountain, which will open a spiral path to the next area.



Now you'll have to run from a giant ball. Use your beast form to sprint and then dodge the lightning strikes to activate Witch Time and put more distance between you and the ball.



Punch the wall with the jewel in it to form up the missing cog, and then activate the staff in the middle. Now you have a fight out in the open. The ball periodically drops on you so dodge and jump when it hits to avoid its splash damage. There are five chests you need to open to get all the key pieces. Three of them have enemies; Grace, Glory, and Fearless. Defeat these enemies individually before opening more chests, as you must defeat all of the enemies before you can use the key, so there's no benefit to rushing it.



Alfheim This one is tough to find. One of the Kinships in the last fight never moved from its position during the fight. Jump on this one and face the back. Double jump and use your Crow Within transformation (you must have purchased this move to reach this Alfheim) and fly back to the seal platform with the warp on it. This one is a pretty easy fight with Jeanne and yields a Broken Witch Heart.



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The fight with Golem is a pretty interesting one. It reminds me a bit of Sevenforce from Gunstar Heroes, except it only has four forms. The bird is best just avoided. The dragon and the fists are where it's most vulnerable, because it's fairly easy to get Witch Time going and attack the red orb. There's no real exploit to this boss, so it's just a matter of getting the pattern down and wearing him down.

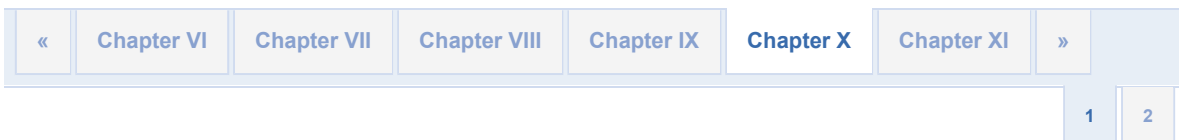


Alfheim

After the fight with Golem, backtrack as far as you can, to where you fought the Joys. There's a portal there now. This is another limited attack fight, and it's pretty tough. Charged attacks with the Durga are effective, more than combos.



Before you head inside, make sure to check the chest near the arena where you just fought.



Chapter X: Paradiso - A Sea of Stars

You start out with a pretty easy warmup: a trinity of Joys. After they're done you fall through the floor. You'll have to beat up a bunch of easy enemies down here and the four panels (found in a cross formation at the edges of the area) to spawn the gears you need. This is a checkpoint.



Now you have to fight Grace and Glory before Bayonetta can do her stripper pole thing to rotate the platform into place. Go there and open the chest and then enter the portal to go to Alfheim (optional).



Alfheim

In Alfheim you have to attack enemies only using Wicked Weave attacks. Connecting with other attacks will break your combo. This is tricky. Use your PPKKK combo in order to get two Wicked Weave hits in with your combo. Also use Witch time to put enough distance between you and your foe while you get your combo going.



Back in Paradiso, rotate on the pole some more until the path moves into place and move on. This is a series of boss fights. The first is a clone of Fortitudo. You can just bunch the weak spot on his forehead/belly and beat him up pretty easily.



The second boss is a bit harder. He's a clone of Temperentia. Get as close to him as you can along the edge, and fire into his forehead. After taking enough head damage, he'll lower his head toward you. Attack his face from the side, and if you do enough damage you'll stun him for a bit. Repeat as needed.

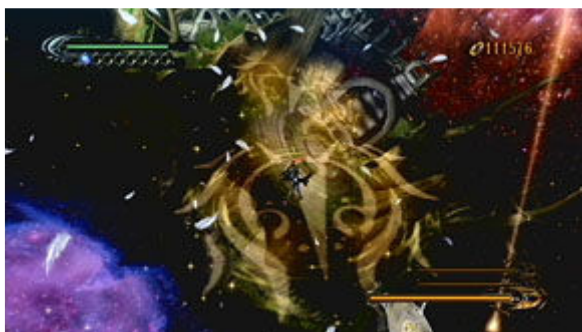


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As the path ahead collapses, use your beast form to quickly double jump into the building. There are a few of those wheel enemies from way back. After this fight bust through the back wall and when it spins into position, jump down to the platform with the green light emanating from it.



Avoid the Kinships, and just move on head and jump on the seals in the air and head down the path in beast form, avoiding the vines. After this you'll have to fight Gracious and Glorious. These guys are much harder forms of Grace and Glory, and you won't have the benefit of Witch Time. Because of this, it's easier to hang back and use shotgun blasts and other gunfire to whittle them down. If you try to mix it up with combos, you're probably going to get stomped.



Watch the spike traps. They have a simple three cycle pattern.

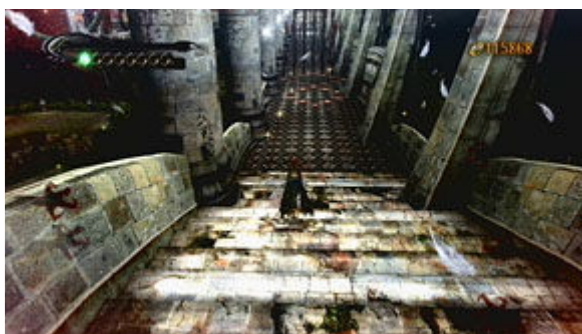
Alfheim

When you reach the Gates of Hell, turn around and backtrack as far as you can to the area before the tentacles. This one is a very easy challenge where you have to win using weapons

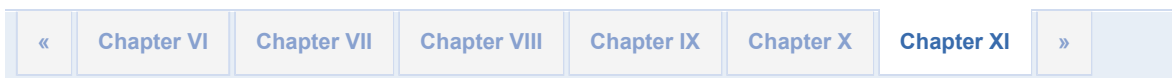
only. We preferred the whip except against Faithful, which is better handled with the staff.



Head back to the gates of hell. If you double jump in beast form, you can make it to a small island with a Broken Witch Heart. Leave this island quickly after you claim your prize and drop down to the land below, or risk another Gracious and Glorious fight. Jump down into the water. Fight the gold Beloveds, and then fire at the Inspireds as they circle and jump down to attack them when they collapse.



After this, you can use the statues to run across the water and jump up to the end of the stage.



Chapter XI: The Cardinal Virtue of Justice

You warm up with a little fight in the field against some easy enemies. We don't need to break this down.



Lusticia is another epic boss battle. Obviously the small head in the middle with the red dot is his weak point. You can shoot it, or get in close, and realistically you want to do a bit of both. Too much close range aggression will leave you vulnerable so hit and run. When he thrusts the face forward, try to dodge it for Witch Time.



Periodically, you'll have a chance to counter as he throws a boulder at you. This will smash his face and you can run up the long "neck" to the mouth, dodging the spinning blades along the way. When you reach the face, you'll have a chance to damage the thing sticking out of the mouth. By the time you manage this pattern twice, he should be dead.



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Chapter XII: The Broken Sky

The first stretch of this stage is fairly straight forward. Jump and dash out of the way when you see the light start to sparkle, and be careful not to fall. Near the exit there's an easy to miss bird you should look out for.



After a series of QTE jumps, you have to fight Grace and Glory again, as well as a few more regular enemies. Nothing too interesting.

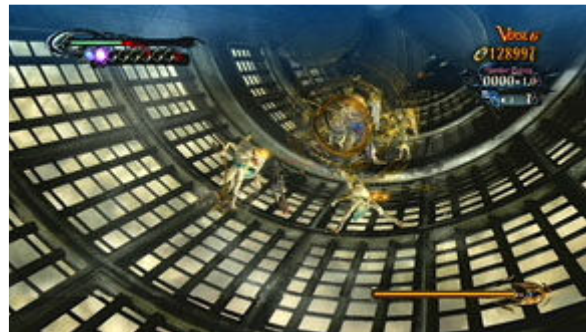


Alfheim

After the fight with the small enemies after Grace and Glory, you can backtrack, if you have the Crow Within ability. Head all the way back to the beginning of the stage. You'll have to fight some angels and a pair of Ardors before the portal will appear. This one is another defense challenge. Once again, place the bubble in the corner. The fiery angels are a pain, because attacking them directly will lead to taking a hit, and since Alfheim stages are based on hits and not health, this will end the fight in a hurry. Either attack in Witch Time or with Wicked Weaves, at least until the Harmonies show up.



After this, you can go bust open the door leading to the engine (right of the book). Go out on the ring. For an optional detour, go into the engine and use Witch Time to get to the back of the engine and to the portal.



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Alfheim

This Alfheim is a battle with Golem where you have to attack using Witch Time. Get close to him so he doesn't use his bird form. All the other attacks can be dodged for Witch Time. His clap attack is the best one for you because the timing is generous and you can dodge toward the red ball and get off a good air combo (PPPK works great) before Witch Time runs out. Not that hard once you get it down.



Back to the main game. Take the ring toward the front of the plane to begin the fight with Jeanne. This one's a bit harder than past encounters. Dodging the Wicked Weave moves is the best way to get Witch Time, and they're fairly easy to read. If you stay in close, you'll also have the opportunity to do counters, which can get off some good damage. After a while, she summons a motorcycle. This attack pattern is extremely predictable. Just dodge the charges, and attack in Witch Time.



Now you have to leap past some electrified floors. This is basically player training for the next bit. Put Cereza down near the big barrier seal and fight off the enemies as quickly as you can. When the barrier goes down, move her toward the next barrier. The electricity slowly encroaches, so time is of the essence.



The last bit is much the same, but you need to run from water first and put as much distance between you and it as possible.



Chapter XIII: The Cardinal Virtue of Temperance

This can be a somewhat tricky fight if you're playing for rank, but for survival the checkpoints make it pretty easy. The first step is to destroy the four faces on his shins. They fire projectile attacks, which make it easy to get Witch Time going, so this is the easiest step. Once all four are gone, you'll get the chance to do a Climax. This one is a little different, forcing you to steer left or right with button presses to force Sapientia into the giant hair spider.



After this, you'll need to attack the red face on his chin. This is a bit tougher because your opportunities are infrequent. His pattern here is a rigid loop, so you'll learn to feel it out soon enough. The best chance to strike is when he leaps from the water and lands (this is following the attack when he leaps toward you). Rush in when he begins this to maximize your time, and use your guns whenever you're out of range. Eventually you'll get to do another Climax in the same way.



Finally, you find yourself in a half pipe. Fire away as you approach. The beams make for easy, easy Witch Time, which aids the approach. When you get close, he'll start shooting fireballs, which can also help you to get Witch Time and land some solid combos on the red face.



Chapter XIV: Isla Del Sol

Welcome to the Fantasy Zone. Get ready! This is a little homage to Space Harrier, of course, with a pinch of After Burner thrown in for good measure. The damage you take in this stage is light, and the missiles and the dodge ability make both offense and defense easier than in real Space Harrier. Watch yourself during the fight with Squill....er, Inspired.



After the midpoint, you have to fight some enemies on the back of your missile. This is pretty standard fare, just get Witch Time off the big one. When you reach the next boss, dodge like crazy as he fires the green bullets. Get Witch time off of the fireballs and then shoot his projectiles back into him for crazy damage.



The next sequence is more of the same. There are more fireballs to dodge now, but you can mostly survive by doing circles around the screen. You'll have another fight identical to the last one, and then you'll reach the boss(es). This time it's three Inspireds, but they'll fling fireballs at you so you can abuse Witch Time.



Some enemies that use beam attacks show up in the next act, but that's about all that's new. Finally, you'll

come to Temperentia. If you mess up here, we'd really recommend just using healing items because the last checkpoint is so far back. Fire into his face and abuse the dodge during the barrage of green fireballs. When he does his big beam attack, stay still and use the dodge to get Witch Time and pound him for a few seconds.

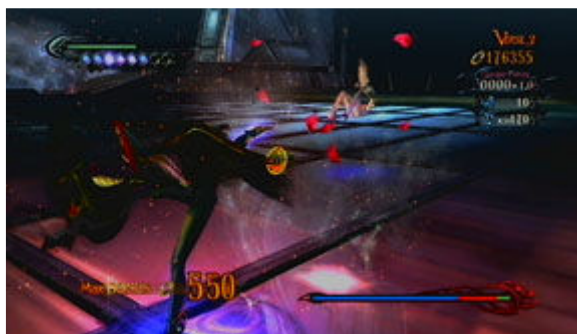


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Now you have to have one final showdown with Jeanne. This is, of course, the hardest yet, and it's very important that you not resort to mashing buttons. Hang back to medium range. Dodge her Wicked Weaves (you'll learn to read these pretty easily) to get Witch Time, and learn to dodge the series of sword slashes with the right timing, as the final broad slash can also yield Witch Time.



After a while, the building collapses and Jeanne has a little costume change (where is that light coming from?). The fight continues in much the same way, but with the addition of a missile move that needs to be countered. Getting the timing down for this is important, as it deals a lot of damage (and countering it does precious little, alas). Keep playing it safe, and eventually a QTE will pop up (Up + Jump). This marks a checkpoint.



Prepare to hate the camera in this next part. The targeting button helps big time to keep things manageable, but it's more of a challenge to maintain that medium range while keeping your prey in your view. Luckily this part ends fairly quickly, AND you get another checkpoint as you land.



The final stage of the fight by the fountain is a bit easier. There's a healing item and a magic item. If you stay in closer range, Jeanne really goes nuts with the attacks that you can counter, so this is a big opportunity to deal damage. This doesn't mean you should get overly aggressive, however. Wait for openings and attack with short, controlled combos.



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Chapter XV: A Tower to Truth

Make your way up the stairs. You'll be fighting some fairly inconsequential enemies, but plenty of them. Go up the elevator and fight the Joys.



You have to keep going up and up. You'll have to fight a few Enchants and Grace and Glory after this. As you can see, the beginning of this stage is basically a gauntlet of regular enemies you should know how to fight by now.



When Temperentia shows up, just dodge and ignore him and keep heading down the hall. There are few regular enemies to fight, and defeating them will take down the barrier. After this we get to have a little fun with Temperentia. Run into the next area, and when he smashes out the window, go for the cannon. You'll have to shoot away his projectiles (not every one of them, though, some will miss, and you'll get a feel for it). When he does his big beam attack, quickly leave the cannon and head for cover in the hall, getting as far away as you can. After a while, he'll smash your cannon (you can do an evade, or just leave the cannon ahead of time) and you'll have to finish him up with the second cannon.



Alfheim

After defeating Temperentia, you can backtrack all the way to the beginning of the stage, and do a Crow Within jump across the gap to the portal. This one has no Witch Time and flaming enemies, so you have to use Wicked Weave moves. PKP combos work well as do PPKKK. This is a tough stage regardless.



Head into the elevator shaft (you have to break the gate), dodge the elevator, and then Witch Walk up the shaft. Now you have to fight lusticia again. This is a simplified version of his old pattern. When he thrusts the small face forward, dodge it to get Witch Time and beat up his neck. Dodge everything else. After a while you'll get the chance to run the gauntlet down the "neck" and finish him off.

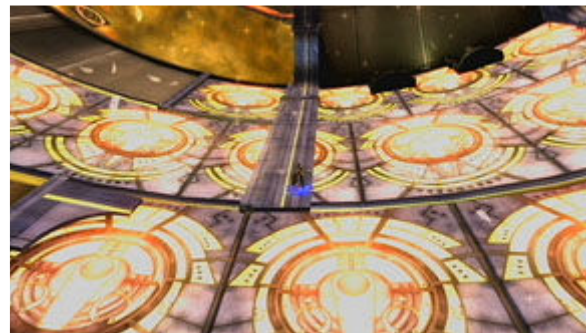
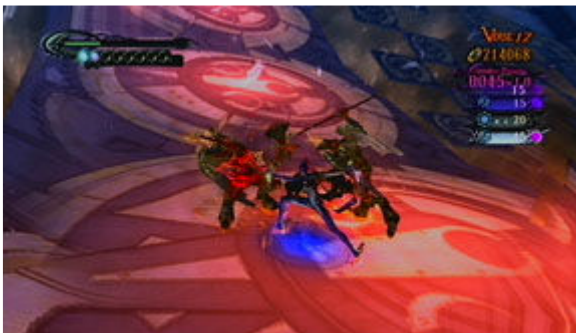


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At the top of the shaft, you can see some light emanating from a hole. Jump in. There's a Gates of Hell entrance near the big statue. In the outer hall there are some platforms you can use to jump up to the level above.



Follow the glowing path and get on the stripper pole to do some spins. This spawns a lot of panels around the edge of the stage. You can Witch Walk on these and make your way gradually upward. When you finally reach the area where there are a couple of horizontal platforms (one of which has a chest with a Broken Moon Pearl), you can double jump in panther form across on the upper most edge of the outer surface to reach the top level. Stand on one of the shelves here to spawn Golem.



Golem has picked up a couple new forms: a spider, which shoots fireballs (easy Witch Walk) and an Inspired-like form, which uses physical strikes and needs to be dodged. The fight goes down pretty much the same way as before, and the new forms actually make it a tad easier. Just stay in close range to try to up the frequency of the clap attack, which is his biggest vulnerability.



Head inside to the elevator shaft and run up once more. This time Sapientia is waiting. His weak spot is the same, but his attack pattern is way simplified. Stay in very close range. He'll either bite or swat with one of his front legs. These can all be easily dodged for Witch Time, so this fight is very easy, unless you get too far away from him (he backs up when he takes damage).



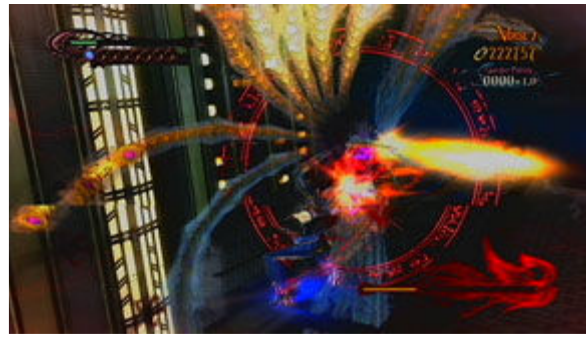
Run downward from the fire afterwards until you crash through the window. Beat up the four red balls attached to the globe you land on. Run up the path of light to the portal at the top.



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Chapter XVI: The Lumen Sage

This fight is easier than you'd think for such a build up. His sword swipes are his main attack. They're fairly easy to dodge, but getting Witch Time off of them requires very close timing. Luckily you'll have lots of chances, and in time you'll get more accurate. Get Witch Time and land a PPKKK combo to deal some good damage. He also randomly does an attack where he fires a beam from a satellite, that can be avoided with a jumping QTE, and another where he hurls a monolith at you that can be countered.



After his health is depleted, he refills and you have to do it once more. Nothing is changed here except he finishes off by sending a satellite crashing down, which needs to be countered repeatedly. Of course this can't be the real end...



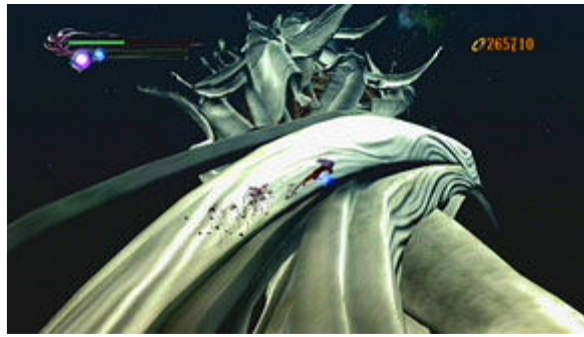
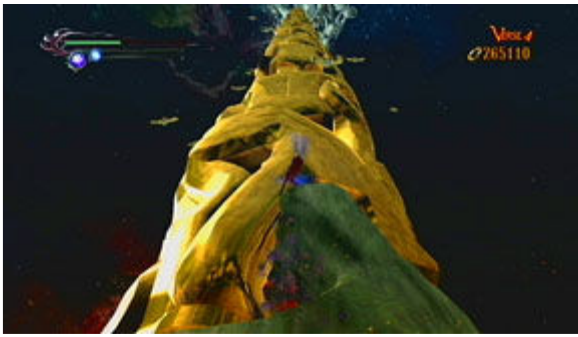
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Epilogue: Requiem

We kick things off with a breakneck action sequence. This is a lot like Route 666, and it's mostly reflexes, so there's not much we can say to help you out. Try to dodge and get Witch Time so you can hit the fireballs back at your foes.



Eventually you land on foot on a gold pillar. Run in beast form all the way to the end so it doesn't crumble under you. At the end, you have to run up Jubileus' hair.



Alfheim

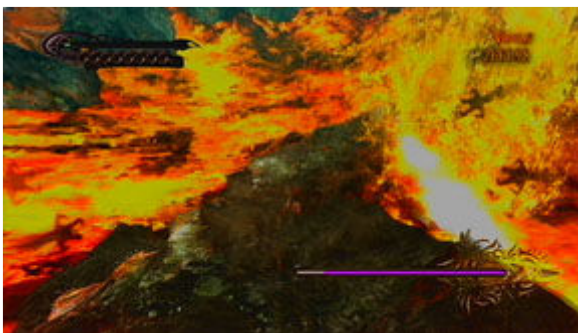
Once you get up the statue a bit, run back down the rocket to find the portal. This is the last challenge. It's a Wicked Weave challenge, you know the deal. PKP, or PPKKK.



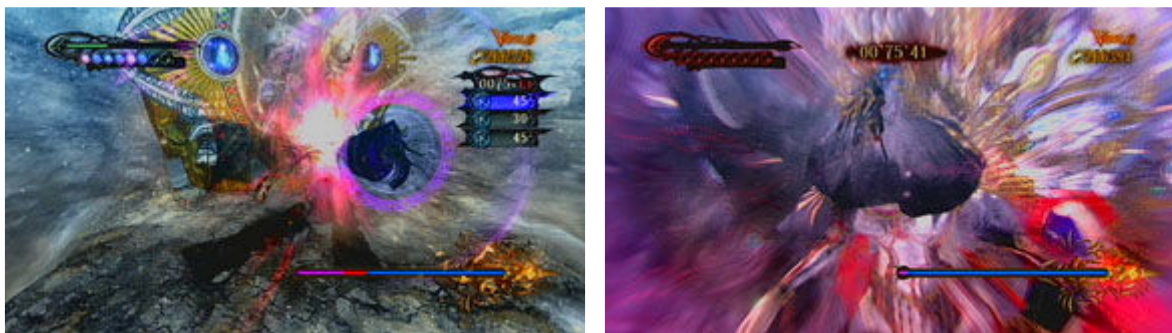
The first phase of the fight with Jubileus isn't too hard. When she thrusts her hair down, attack the red jewels. The fireballs help for getting Witch Time. The small enemies that are spawned here can be killed, but they're a waste of time. Learn to dodge her occasional punches. If you can dodge the third punch accurately you can get Witch Time and do some very heavy damage to the fist.



Now there's lava around the outside of the shell. Just follow the path straight across, beating up all the hair gems you come across. You'll have to time your jumps between lava spurts and use the dodge to cross faster. It can be tricky, but it gets easier from here. At the end, you'll get the opportunity to do a series of jumps to reach the face. Land some punches on the face, and you'll stun her and have the chance to land a few more.



The next stage is a snow-covered one that works mostly the same way, but without the lava spurts, so it's actually a bit easier. The ice balls flying around can be used to get Witch Time, too. Once again, you have to do some island hopping at the end.



After this, it's a lighting-themed stage. The lighting strikes work a lot like the ones triggered by the statues throughout the game. This time you have free camera control and you actually have to make your way to all the hair sites. The island hopping is a little different at the end this time, in that you can mess it up. Don't make the final jump while her hand is raised or you'll have to do it again.

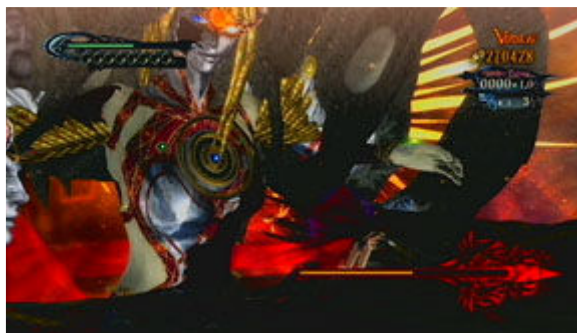


Finally, she returns to the same form the fight began with, but this time with some nasty new tricks. There are two new attacks you need to concern yourself with: One, where she creates a swirling vacuum and you must use panther form, jumping dashes, and every other trick in your disposal to avoid. It's not too hard, but it's also a one-hit kill.

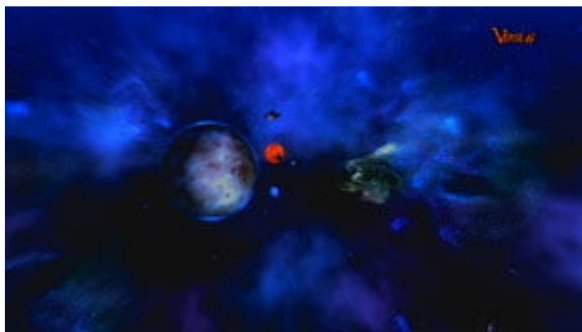
The second new attack you need to worry about is when she fires some small galaxy-like projectiles at you. Even in panther form you can't just outrun these, so you need to change direction to keep away from them, as they turn slowly. If you do get hit by these, you'll assume child form. While it's possible to avoid all attacks in this form, it's extremely difficult to avoid the devastating third punch, and you may want to consider taking a weaker sacrificial shot before this not only to minimize losses, but so you can get Witch Time off the third punch. Attacking the fist is really the best way to deal damage in this fight.



When her health is down to her final bar, you have to run up her hair, dodging obstacles all the way. This is tricky, but it's also not really that important. If you blow it, you can resume fighting as normal and you'll still win when her meter falls to zero.



After the fake credit sequence, you have to beat up on the statue. Attack all the points where you see light emanating. This is an easy Platinum.



That's it for Bayonetta. Be sure to pay attention during the credits, as there's still some more fun to be had.

Bayonetta Alfheim Portals

Alfheim

The following jump links will bring you to the section of our walkthrough in which you can find the Alfheim portal. An icon like the one here will help you find the portal description on the walkthrough page. Some pages may contain more than one Alfheim portal.

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Alfheim Portal 03	Chapter II
Alfheim Portal 04	Chapter III
Alfheim Portal 05	Chapter III
Alfheim Portal 06	Chapter III
Alfheim Portal 07	Chapter III
Alfheim Portal 08	Chapter V
Alfheim Portal 09	Chapter V
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Bayonetta Achievements / Trophies

Bayonetta Achievements / Trophies...	
» A Mother's Love	20 / BRONZE
Defend ----- during the -----, ensuring ----- takes no damage.	
» A Primer in the Magical Arts	10 / BRONZE
Complete the Vestibule.	
» Angel May Cry	20 / SILVER
Complete half of all Alfheim portals.	
» Angel Slayer	30 / GOLD
Complete all Alfheim portals.	
» Chapters 1-4 (Normal)	20 / BRONZE
Complete Chapters 1 through 4 on Normal difficulty.	
» Chapters 5-7 (Normal)	20 / BRONZE
Complete Chapters 5 through 7 on Normal difficulty.	
» Chapters 8-11 (Normal)	20 / BRONZE
Complete Chapters 8 through 11 on Normal difficulty.	
» Chapters 12-13 (Normal) (Secret)	20 / BRONZE
Complete Chapters 12 and 13 on Normal difficulty.	
» Chapters 14-Epilogue (Normal) (Secret)	20 / BRONZE
Complete Chapters 14 through the Epilogue on Normal difficulty.	
» Come Here, Little Boy	30 / BRONZE
Taunt and defeat five-plus angered enemies while taking no damage. Gaze of Despair may be equipped.	

» Commander of Magic	20 / SILVER
Purchase all techniques.	
» Double, Double, Toil and Trouble	10 / BRONZE
Create 20 Concoctions.	
» Feels Good, Doesn't It?	20 / BRONZE
Execute 50 Torture Attacks.	
» Fire the Afterburners	20 / BRONZE
Earn Platinum Medals during Verse 1 and Verse 2 of Chapter 14.	
» Fortitudo, Bringer of Flame	15 / BRONZE
Defeat ----- on any difficulty.	
» Higher and Higher	20 / BRONZE
While never setting foot on the ground, grab enemies 10 times using Kulshedra.	
» I'm a Bit...I Mean Witch	5 / BRONZE
Execute a Torture Attack.	
» Iustitia, Giver of Life	15 / BRONZE
Defeat ----- on any difficulty.	
» Just in the Nick of Time	5 / BRONZE
Dodge the ----- during Chapter 2.	
» Legendary Dark Witch	100 / BRONZE
Complete all Chapters on ---- Difficulty.	
» Master of the Heavens	15 / BRONZE
Defeat ----- on any difficulty.	

» Naughty Tentacles	20 / BRONZE
Destroy all the tentacles that drop down together during in single sequence in Chapter 9.	
» New Testament: Chapters 1-4 (Hard)	20 / BRONZE
Complete Chapters 1 through 4 on Hard difficulty.	
» New Testament: Chapters 5-7 (Hard)	20 / BRONZE
Complete Chapters 5 through 7 on Hard difficulty.	
» New Testament: Chapters 8-11 (Hard)	20 / BRONZE
Complete Chapters 8 through 11 on Hard difficulty.	
» New Testament: Chapters 12-13 (Hard) (Secret)	20 / BRONZE
Complete Chapters 12 and 13 on Hard difficulty.	
» New Testament: Close The Book (Secret)	20 / BRONZE
Complete Chapters 14 through the Epilogue on Hard difficulty.	
» Nice and Relaxed	5 / BRONZE
Avert 10 enemy attacks with the Moon of Mahaa-Kalaa equipped.	
» Nice Try	20 / SILVER
Engage Witch Time successfully 10 times consecutively.	
» Platinum!	20 / BRONZE
Earn 10 Platinum Medals. Must be earned in 10 different battles.	
» Record Collector	10 / BRONZE
Obtain three complete Angelic Hymn Gold LPs.	

» Record Fanatic	20 / BRONZE
Obtain ----- complete Angelic Hymn Gold LPs.	
» Sapientia, Controller of Seas	15 / BRONZE
Defeat ----- on any difficulty.	
» Seeker of Magic	10 / BRONZE
Purchase three new techniques.	
» Taste of the Witching Hour	30 / BRONZE
Complete all Chapters on any difficulty.	
» Temperantia, Manipulator of Wind	15 / BRONZE
Defeat ----- on any difficulty.	
» The Deepest Cut	20 / BRONZE
Kill 20 enemies using only Iai-Jutsu with Shuraba.	
» The Ice Witch	20 / BRONZE
----- 20 enemies while wearing -----.	
» The Path to the Heavens	30 / BRONZE
Discover all Alfheim portals.	
» Touch and It Will Hurt	15 / BRONZE
Counter 10 enemy attacks with the Moon of Mahaa-Kalaa equipped.	
» Touch and It Will REALLY Hurt	25 / SILVER
Counter three enemy attacks consecutively with the Moon of Mahaa-Kalaa equipped.	
» Tread Not So Softly	10 / BRONZE
Kill an enemy by jumping on top of them.	

» Treasure Collector	10 / BRONZE
Discover half of all the Umbra Witches' final resting places.	
» Treasure Fanatic	20 / SILVER
Discover all of the Umbra Witches' final resting places.	
» Truth in Its Purest Form	30 / SILVER
Collect all of Antonio's Notes.	
» Umbra Elder	40 / SILVER
Complete all Chapters on Hard difficulty.	
» Umbra Witch	20 / SILVER
Complete all Chapters on Normal difficulty.	
» Wicked Weave Master	20 / SILVER
Execute 20 Wicked Weave attacks while using Dodge Offset.	
» Wicked Weaver	10 / BRONZE
Execute a Wicked Weave attack while using Dodge Offset.	
» You Want to Touch Me?	10 / BRONZE
Engage Witch Time successfully 10 times.	