

# ClayFighter: The Sculptor's Cut FAQ

by ICEOUT0002

Updated to v1.60 on Mar 12, 2009

Clay Fighter: Sculptor's Cut FAQ v 1.60

Updated March 12, 2009.

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## UPDATES

1.60 - March 12, 2009

- \* Motion for Lockjaw's Mule Kick Claytality!  
(from barrygaylor@hotmail.com)
- \* Combo names complete (better later than never.)

Version 1.56 - 11.01.98

- \* Extra taunts for K.Pow and Lockjaw found
- \* New move for Sumo Santa

Version 1.54 - 10.31.98

- \* Added Lady Liberty's Airplane Claytality
- \* Small note on T.Hoppy's taunt
- \* Added some combos

Version 1.50 - 08.17.98

- \* Houngan claytals from raiu@geocities.com  
Old movement is the same, but distance changed
- \* Distance fixed for Kiln's X-Ray claytality
- \* Descriptions of more new claytals performed by the CPU

Version 1.42 - 07.26.98

- \* Yow Yow Boys' "Kettle Drop" Claytality

Version 1.40 - 07.26.98

- \* Two new codes (from the new Tips and Tricks magazine)
- \* Confirmed motion for Icky's "Let's Party" Claytality
- \* Confirmed motion for T.Hoppy's "Carrot" Claytality
- \* Combos for Icky and Sumo Santa

Version 1.20 - 07.06.98

- \* Confirmed motion for T.Hoppy's "Magic Trick" Claytality
- \* Confirmed motion for Icky's "Vortex Spin" Claytality
- \* Added Taffy's Back Toss Throw (still works here)
- \* Added distances to LEGEND
- \* Added a few things to WHAT'S DIFFERENT

Version 1.00 - 06.02.98

- \* All codes from www.ign64.com
- \* New character moves
- \* All-new combos
- \* Some(not all) of the new or changed claytalities

- 1) What's Different
- 2) What's New?
- 3) Combo System
- 4) Secrets
- 5) Legend
- 6) Universal Moves

- |                  |                   |
|------------------|-------------------|
| 7) Frosty        | 8) Blob           |
| 9) Bonker        | 10) Houngan       |
| 11) Ickybod Clay | 12) Kung Pow      |
| 13) Lady Liberty | 14) Lock Jaw      |
| 15) Taffy        | 16) T.Hoppy       |
| 17) Yow Yow Boys | 18) Dr. Kiln      |
| 19) Boogerman    | 20) Earthworm Jin |
| 21) Sumo Santa   | 22) High Five     |
| 23) Glitches     | 24) Credits       |

#### 1) WHAT'S DIFFERENT?

More of an "alternate" version of the game here, 4 new characters have been added and there is a flashy new intro screens and select screen. However, the older characters lose some of their moves and claytalities to fit the extra characters and graphics(in fact, High Five is still incomplete.)

Sidestepping and the old auto-combo system have also been taken out. Also, the commands for some of the older claytalities have changed. Taunting and dashing are now done differently as well.

#### 2) WHAT'S NEW?

All: Brand-new endings and their own end boss with opening dialogue instead of just Dr Kiln.

(For example T.Hoppy faces Lady Liberty as his end-boss.)

Lady Liberty

High Five

Lock Jaw

Zappa Yow Yow Boys

Ickybod Clay: all-new supers, diffrent basic move animations.

Kung Pow : New 2nd taunt

Taffy : His kick super has more hits.

T.Hoppy : Tracers Super hits only 6 times

Boogerman : New Throw (belly bash)

#### 3) COMBO SYSTEM

The combo engine is now totally manual. The enders, autos, linkers, and Insane Combos are gone. The most common combo is a basic hit into a super. Other types of combos are anti-air juggles and repeated strings of basic hits. The infinite-loop combo also makes an appearance here(see GLITCHES).

3 ITTY BITTY

4 LOUSY

5 LAME

6 WEAK

7 DUMB

8 LITTLE GIRLIE

9-11 CHEESY

12-14 TRIPLE BROWN BETTY

15-19 QUEEN

20-29 LUDICROUS

30 + INSANE COMBO

#### 4) SECRETS

To access these characters, enter the following code on the select screen

and then go to "?" and hit R to change square.

Sumo Santa: (Hold L) 4,6,4,6,5,3

High Five : (Hold L) 3,5,2,6,1,4

EWJ : (Hold L) 1,2,3,6,5,3

Boogerman : (Hold L) 1,1,6,6,2,6

Random Select: L+R or simply select "?"

2nd Color : Select with any of the yellow "C" buttons.

Auto Play : (Hold L) 4,4,4,4,4,3,5,2,2,1,4,6

(the computer will play the character for you)

Programmers Mode: (Hold L) 4,1,4,1,4,1,2,6,3,6,2,6

(you can pick any characters and see all the stages from a bird's-eye view. This is TOOOO cool!)

## 5) LEGEND

UB U UF L R

B \* F 1 2 3

DB D DF 4 5 6

1 = B button(Wobbly Punch)

2 = C-Left (Fair Punch)

3 = C-Up (Brutal Punch)

4 = A button(Wobbly Kick)

5 = C-Down (Fair Kick)

6 = C-Right (Brutal Kick)

L = Left

R = Right

Z = Z trigger on bottom

QCF = D,DF,F

QCB = D,DB,B

FDF = F,D,DF

BDB = B,D,DB

HCF = B,DB,D,DF,F

HCB = F,DF,D,DB,B

DD = D,D

C = hold that direction

\* = can also be done in air

(cl)= do close

(sw)= do at or around maximum footsweep range

(os)= outside of sweep

(fs)= full screen WITHOUT zooming

## 6) UNIVERSAL MOVES

Back Dash : L or R

Run : F,hold F

Hop Punch/Kick: DD+2(DD+5 for Dr Kiln)

Parry : tap D or F at moment of impact

Parrying will stop an attack without taking block damage, if done correctly your character will say something.

## 7) FROSTY

Snow Ball : CB,F+P

Ice Pick : QCF+P

Ice Smash : QCB+P

Blizzard Kick: FDF+K

Foot Stamp : B+6

Toss : B or F+3(c1)

Snocone Hold : F+2(c1)

"Call me Daddy": (Z),4

Taunt #2 : (Z),5

#### SUPERS

Blizzard Combo: QCF,QCF+K

Spin Kicks : HCB,F+K

Frozen Frenzy : QCB,HCF+K

#### FINISH

Snowcone Squeeze: B,D,D,F,L(c1)

Torso Kick : F,D,B,B(c1)

Ice Smash : D,B,D,B,D(c1)

#### COMBOS

6: Jump 5,CB,1,1,1,1,F+1

#### 8) BLOB

Buzzsaw : CB,F+P

Glove : FDF+P

Bomb : QCB+P

Multi-Punch : BDB+P

Airplane Dive: HCB+K

Car Dash : F,hold F

Eat & Spit : F+2 or 3(c1)

Muscle Flex: (Z),4

Flag Taunt : (Z),5

#### SUPERS

Punch Combo : QCF,QCF+P

Leaping Axe : QCB,QCB+P

Spinning Axe: QCB,QCB+K

#### FINISH

Meat Grinder: D,D,D,L(c1)

Hammer : QCF+R(c1)

Bomb Blast : B,D,F,R(1 step)

Tank Attack : D,D,B,F,3(os)

#### COMBOS

3 : Hit out of air with CB,F+3,1

10: Close 2,QCF,QCF+P

#### 9) BONKER

Poodle : QCF+P

Ferris Wheel: QCF+K

Spin Kick : QCB+K

Toss : B/F+2 or 3(c1)

Taunt: Z

#### SUPERS

Animals : QCF,QCF+P

Kick Combo : QCF,QCF+K  
Rising Kicks: QCB,QCB+K

#### FINISH

Head Butt : F,F,F(cl)  
Seesaw Launch : F,B,B,F(cl)  
Cannon : D,D,D,D(sw)  
Exploding Barrel: F,D,F(sw)

#### COMBOS

3: Jump 5,D+5,QCF+5

#### 10) HOUNGAN

Chicken : QCF+P  
Crawl : B,F+P  
Upward Kick: FDF+K  
Glide : QCB+K\*  
Air Dive : DD+K during jump  
Shield Bash: CB,F+K

Spin Throw : F+3(cl)

Doll Attack: F+6(cl)

Jammin' : (Z),4

Head Spin : (Z),5

#### SUPERS

Chicken Attack: QCF,QCF+P

Hands : HCB+P

Demented Spin : QCB,QCB+K

#### FINISH

Chicken : D,DF,F,DF,D(cl)  
Doll : B,D,F,L(1/2 screen)  
Giant Hands: D,D,F,B,R(sweep)  
Dissolve : ??

#### 11) ICKYBOD CLAY

Boo-Hoo-Kettle: FDF+P

Head Toss : QCF+P

Teleport : BDB+K

Spin Throw: F+2 or 3

Taunt : Z

#### SUPERS

Frightmare II : QCF,QCF+P (goes upward now)

Upward Spin : QCF,QCF+K

Inviso Throw II: QCB,QCB+P (no longer close only)

#### FINISH

Vortex Spin: D,D,F,F(sw)

Let's Party: F,B,F,B,F(sw)

3: Throw,jump 5,jump 5

3: 1,2,3 (against Yow Yow Boys only)

8: 5,QCF,QCF+K

Infinite: Throw into corner with QCB,QCB+P,1,1,1,1,1,etc.

12) KUNG POW

"Monkey" : QCF+P  
"Crane" : QCB+P  
Spin Kicks : QCF+K  
Uppercut Kick: FDF+K  
Illusion Kick: F+6  
Dive Kick : D+6 during jump  
Crawl : HCB+K

The Grip : B/F+2 or 3(cl)  
Super Taunt: (Z),4  
Bow Taunt : (Z),5  
Taunt #3 : (Z),6

SUPERS

Air Knives : QCF,QCF+P during jump  
Turbine Kicks: QCB,QCB+K  
Kick Combo : QCF,QCF+K

FINISH

Chop Socky: D,D,F,F(cl)  
100ft Drop: D,D,D(sw)  
Clay Chop : F,F,F(sw)  
Pan Catch : F,D,B,D(os)

COMBOS

11: D+5,QCB,QCB+K

13) LADY LIBERTY

Head Spikes : QCF+P  
Liberty Bell: FDF+P(cl)  
Torch Strike: QCF+K  
Spin Throw : FDF+K(cl)  
Butt Kick : DF+5  
Slide Kick : DF+6

Toss : B or F+3(cl)  
Triple Headbutt: F+2(cl)  
Taunts : (Z),K (different for each kick)

SUPERS

Super Spin Throw : QCF,QCF+P(cl)  
Torches of Freedom: QCB,QCB+P  
Rising Air Throw : QCF,QCF+K

FINISH

Torso Kick : HCF+R(cl)  
Off the Island: D,D,B,F,R(cl)  
Strafing Bombs: D,D,D,4(os)  
Liberty Bells : ?? (os)

COMBOS

3 : Jump 3(must hit high),FDF+3  
5 : Jump 5,1,1,1,1  
7 : D+5,D+5,QCF+5  
8 : 5,QCF+6  
10: Hit out of air with 6,QCF,QCF+6

14) LOCKJAW

Dog Bone : QCF+P  
Rising Bite: FDF+P  
Dog Cutter : QCB+K  
Dog Slide : DF+6

Lick : F+2 or 3(cl)  
Back Toss : B+2 or 3(cl)  
Tail Flick: F+5 or 6(cl)  
Taunt : (Z),4  
Taunt#2 : (Z),D+5

SUPERS

Fangs of Fear : QCF,QCF+P  
Rising Scratch: QCB,QCB+P  
Dog Rush : QCF,QCF+K

FINISH

Torso Kick : B,D,D,F,R(cl)  
Truck Call : ?? (sw)  
Dirt Kicker: ?? (2/3 screen)  
Mule Kick : D,D,B,F,R(cl)

COMBOS

3: Jump 6 out of air,land,FDF+3  
3: Hit out of air with D+3,FDF+3  
4: D+1,D+1,D+1,D+1  
6: 5,QCB+6

15) TAFFY

Roll : CB,F+P  
Gunball : QCF+P  
Twister : QCB+P\*  
Air Gunball: HCB+K  
Push Kick : DF+6

Taffy Hold: F+K(cl)  
Back Toss : B+P(very close)  
Belly Grab: (Z),K (button determines speed)

SUPERS

Super Twist: QCB,QCB+P  
Kick Combo : D,D,B,B+K  
Machine Gun: Hold P then K

FINISH

Twins : QCF+R(cl)  
Gumball Toss/Shoot: B,F,B,F(sw)

COMBOS

4: Jump 6 out of air,land,QCB+3  
Infinite: F+K hold in corner,1,1,1,1,1,1,1,1,1,1,etc.

16) T.HOPPY

Charge Punch : CB,F+P  
Jackrabbit : FDF+P  
Shock Arm : HCF+2 (throws if done close)  
Buddy Bash : F,F+1 or 4

Hydraulic Kick: BDB+K  
Stomp : CD,F+K  
Slam : QCF+5 or 6(cl)

Overhand: F+3(cl)  
Taunt : (Z),1 (this can hit)

#### SUPERS

Super Jackrabbit: QCF,QCF+P  
Tracers : QCB,QCB+P  
Super Punch : QCF,QCF+K(cl)

#### FINISH

Stomp : F,F,F,F(cl)  
Magic Trick: B,F,D,B,F,D(sw)  
Carrot : HCB x3(sw)

#### COMBOS

4: Jump 6,6(cancel 1st hit),QCF,QCF+6,dash,FDF+3  
5: HCF+2,4,F,F,4

#### 17) YOW YOW BOYS

Top Kid Toss: QCF+P  
Mid Kid Toss: QCF+K  
Group Kick : FDF+K  
Upward Roll : CB,F+P  
Ground Roll : CB,F+K

Triple Spin Toss: F+3(cl)  
Back Toss : B+3(cl)  
Taunt #1 : (Z),1  
Taunt #2 : (Z),2

#### SUPERS

Cyclone : QCF,QCF+P  
Power Dive : QCB,QCB+P  
Two Kid Toss: HCF,HCF+P

#### COMBOS

17: Jump 2,2,QCF,QCF+P

#### FINISH

Torso Kick : ?? (sw)  
Kettle Drop: D,D,D,1(os)

#### 18) DR. KILN

Fire Beam: QCF+P  
Shocker : FDF+P  
Slide : QCF+K

Claw Throw: F+3(cl)  
Taunt : Z

#### SUPERS

Machine Gun: QCF,QCF+P  
Slide Combo: QCF,QCF+K

#### FINISH

Hand Chop : F,F,F(cl)

Island Toss : D,F,B,F(cl)  
Squeeze : D,D,D(sw)  
X-Ray Machine: B,D,D,F(just os)

#### 19) BOOGERMAN

Loogie Shot: QCF+P  
Slide : QCB+K  
Gas Slide : QCB+K during jump  
Flip : CD,B+K  
Splash : D+3 during jump forward

Squeeze : F+2(cl)  
Belly Bash: F+3(cl)  
Back Toss : B+3(cl)  
Taunt : (Z),4

#### SUPER

Super Belch: QCF,QCF+P  
Upward Spin: QCB,QCB+K  
Cape Spin : QCF,QCF+K (must be blocked low!)

#### FINISH

Pass Out : D,F,D,L  
Belch : D,D,D,L  
Rocket Blast: F,B,D,B,F,L(cl)  
Flame Blast : D,D,B,B,F,F,R(sw)  
Flip Kick : B,F,D,D,R(cl)

#### COMBOS

?: Hit out of air with Jump 5, QCB+4  
Infinite: F+2 hold in corner 3,3,3,3,3,etc.

#### 20) EARTH WORM JIM

Laser Shot : QCF+P  
Dash Punch : QCB+P  
Uppercut : FDF+P  
Nut Punch : DF+3  
Tumbling Worm: QCF+K  
Roll : DD+K  
"Eat Dirt!" : D+6 while jumping back/forward

Head Slap : F+2(cl)  
Head Toss : F+3(cl)  
Verbal Taunt: (Z),K (different for each kick)

#### SUPERS

4 Laser Shots : QCF,QCF+P  
Rising Air Combo: QCB,QCB+P  
Uppercut Frenzy : QCF,QCF+K  
Head Drill : QCB,QCB+K

#### FINISH

Torso Punch : B,D,F,R(cl)  
Squish : B,F,F,F,R(cl)  
Upper off Island: D,D,F,F,B,B,R(cl)  
Inflate : D,F,B,B,L(cl)

## 21) SUMO SANTA

Gift Toss : QCF+P  
Belly Launcher: FDF+P  
Belly Splash : CD,F+P  
Cringle Crush : B,F+P  
Chest Thumpin': HCB+K  
Rolling Kick : CB,F+K  
Double Cane : Jump U,P

Stocking Attack: F+3(c1)  
Belly Toss : F+6(c1)  
Taunt : (Z),4

## SUPER

Rolling Chest Thump: QCF,QCF+P  
Bike Kick : QCF,QCF+K  
Sumo Stomp : B,B,F,F+K

## FINISH

Atomic Drop : D,D,D,R(sw)  
Double Vision: B,B,F,B(sw)

## COMBOS

5: Hit out of air with CB,F+6,jump 2,jump 2

## 22) HIGH FIVE

Finger Dash: QCF+P  
Fist : FDF+P  
Hand Spin : QCB+P  
Jump Attack: BDB+4  
Taunt : Z

## SUPER

Triple Fist: QCF,QCF+P

## FINISH

None known.

## COMBOS

10: 1,1,1,QCB+1

## 23) GLITCHES

### Infinite Combo:

Nearly everyone can now perform an "infinite" combo:

Hit your opponent while they are in midair and in the corner with a standing 1(Wobbly Punch), repeat with 1,1,1,1,1,1,1,1,etc. until their current lifebar is gone. Taffy and Boogerman can set this up with their hold moves. This did not work on the CF63 1/3 because the axis shift would push you out after two hits.

### End of Round glitch:

Rapidly hitting the L or R buttons while your opponent falls down at the end of "Claytality Time" will leave you standing there. You will then have to QUIT to get out of it.

## 24) CREDITS

barrygaylor@hotmail.com : Lockjaw's Mule Kick Claytality!

Tips and Tricks August 1998: Auto Play and Programmers Mode codes

IGN64.COM : Secret Character Codes

raiu@geocities.com : corrections on some claytalities

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