

INSTRUCTION BOOKLET



Interplay
BY GAMERS, FOR GAMERS.™



NINTENDO 64



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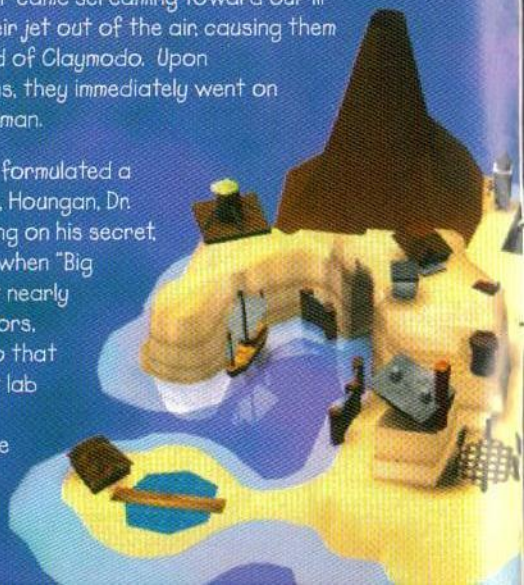
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chaos on claymodo

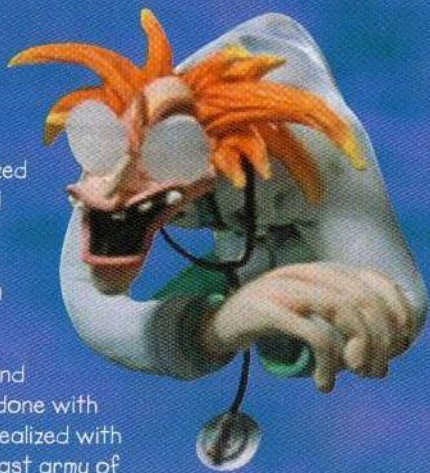
Hidden deep in the oceans on the world of Claydonia lies the tiny isle of Claymodo, a lush, jungle-covered spot that has never been plotted on any map. It is here that the evil Dr. Kiln has set up his secret base, adding the finishing touches to his plan of world domination.

Meanwhile, our heroes were gently flying via jet plane to the Clayhamas, a vacation paradise that all have been looking forward to greatly. The recently-turned-good Bad Mister Frosty®, world-famous chef Kung Pow, master claymorphosist Blob, freedom-fighter Lady Liberty, and Taffy "The Candyman" were all enjoying their roasted peanuts and complimentary half can of soda, when, out of the clear blue sky, a huge purple meteor came screaming toward our ill-fated bunch and knocked their jet out of the air, causing them to crash onto the small island of Claymodo. Upon discovering Dr. Kiln's intentions, they immediately went on the crusade to stop the madman.

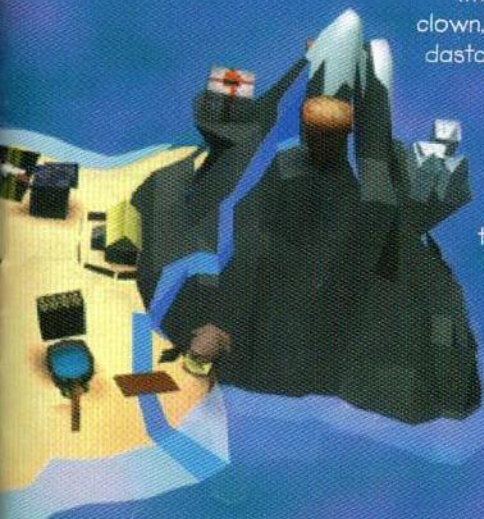
As the brave bunch formulated a strategy to foil the evildoers, Houngan, Dr. Kiln's evil scientist, was working on his secret "world-domination formula," when "Big Bessie," the huge meteor that nearly barbecued our valiant warriors, imbedded itself in the volcano that doubled as Houngan's secret lab with a thunderous crash. Unfortunately for Dr. Kiln, some of the radioactive goop



that splashed off of the enormous meteorite fell on Dr. Kiln's hand, and it immediately started to grow larger and larger; Dr. Kiln realized with horror that his hand had taken on a life of its own. He had but one choice: sever the hand that was mutating into a new life form.



Although Dr. Kiln's hand removal surgery (which was done with a chainsaw) was painful, he realized with glee that he could create a vast army of warriors with which to take over the world! Dr. Kiln's maniacal plans were to be cut short, however—the hand, now known as High Five, was tired of always bending to Dr. Kiln's will and decided to join in the fight against him. Dr. Kiln was not so easily foiled, however. With the meteorite mutagen, he created his henchmen—Lockjaw, his loyal and sinister pooch, and Ickybod Clay, a yet-unknown type of clay specter.



When Bonker, the mischievous clown, caught wind of Dr. Kiln's dastardly plan, he immediately joined the evil Dr. Kiln's cause, wanting nothing more than to cause havoc on the world of Claydonia. The Zappa Yow Yow Boyz, the only natives to Claymoda, want nothing more than to get all of these crazy idiots off of their island. Who will win this glorious battle of good vs. evil? Only you can decide the outcome!

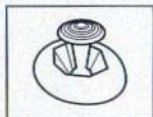
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Beginning the Game

First, you will need to insert the CLAY FIGHTER™ SCULPTOR'S CUT™ Game Pak into your Nintendo 64 Entertainment System.

Now move the Power Switch to the ON position and away you go!

Note: These controls are for a Clay Fighter that is on the left side of the screen, facing the right. Flip all the above controls for Clay Fighters that appear on the right side of the screen and face left.

Jump:

The clay fighter will jump straight up into the air. Some clay fighters are able to jump higher than others.

Backward Jump:

Your clay fighter will jump into the air away from his opponent.

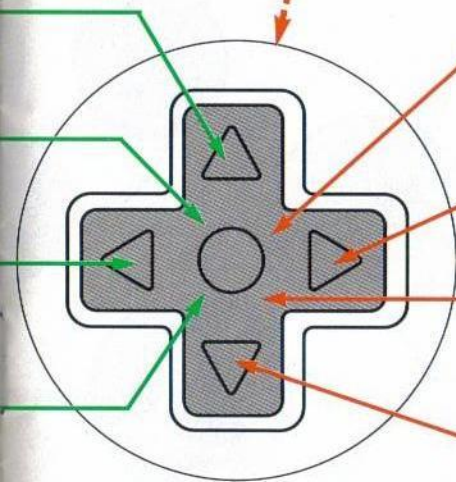
Away:

This will allow your clay fighter to defend against attacks coming in from above, or from chest height.

Crouch Defense:

Your clay fighter will defend against low attacks and most chest high attacks.

controlling your clay fighter



Forward Jump:

Your clay fighter will jump forward, towards the other player and possibly over them. Many actions can be performed while your clay fighter is in the air.

Towards:

This will allow your clay fighter to walk forward or perform an attack, which requires forward motion.

Offensive Crouch:

Your character will crouch down ready to attack the opponent. Watch out! Your character will not block in this position.

Crouch:

Your character will move closer to the ground allowing low attacks.

Punches and Kicks

"BASIC TRAINING – WHAT A PIECE OF CLAY"

There are 3 basic punches and 3 basic kicks available to all characters:

Brutal Punch

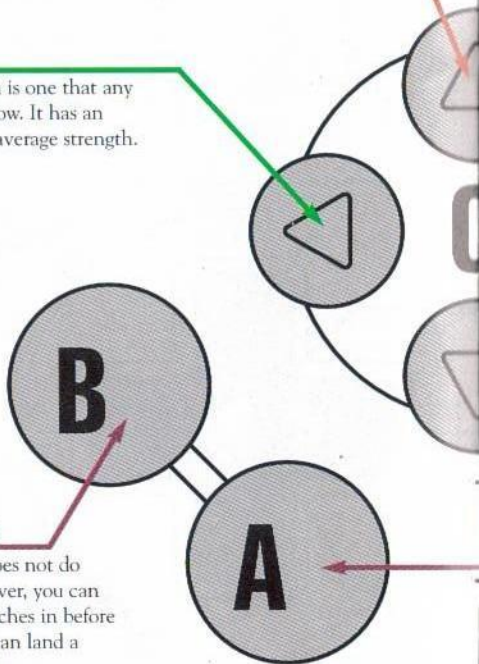
A no holds barred punch will brutalize your opponent, but only if you can land it in time.

Fair Punch

This plain wrap punch is one that any John Dough could throw. It has an average speed and an average strength.

Wobbly Punch

This wimpy attack does not do much damage. However, you can get a lot of these punches in before another clay fighter can land a more powerful punch.





Brutal Kick

When you really want to send your opponent through the goal posts, try this kick. It should send your opponent half way to Jupiter.

Fair Kick

An attack which lends much of its character to John Dough. It is not the strongest kick, nor the weakest. In addition, it will get to your opponent in an average amount of time.

Wobbly Kick

Sometimes you will need this puny kick to get another clay fighter off of your back. You will usually land one of these kicks before a stronger attack can get to you.

Close Attacks:

These attacks can be performed when your clay fighter is next to his or her opponent. Your clay fighter's normal punches and kicks may also be different when he or she moves into close combat.



Throws:

Some clay fighters have the capability to grab an opponent and throw them across the arena. Although a clay fighter can survive a fall like this, he or she must use some of their energy to pull themselves back together. If you want to throw another clay fighter, you will need to get close to the fighter and then grab them. You can do this by pressing forward or away when close and pressing medium or heavy punch (or kick, depending on the clay fighter). The type and nature of the attack varies with each clay fighter, so you will have to experiment a bit to master these attacks.



Special Moves:

While the clay fighters have learned a collection of basic throws, holds, punches, and kicks, each character has studied a variety of special moves. These moves are unique to each character. They will give your clay fighter a much-needed edge when your opponent's clay is down. You can also surprise another clay fighter with a move that they might not be expecting. Timing is very important in any of the special moves, and it might take you a while to perfect these and other attacks.



Super Special Moves:

If you are not satisfied with the mayhem of special moves, you can use these super maneuvers to completely devastate your opponent. These can only be performed if your super meter is filled to at least level one.



Parrying:

All the clay fighters can parry any attack that is heading in their direction but timing is crucial. You must tap toward just before impact. You can also parry low by tapping down just before impact. If successful, the attacker will be stunned for a split second to allow you to land an attack. If you fail, prepare to feel the pain.



Claytalities:

This is the "ultimate" way of finishing of your opponent. It can only be performed at certain situations. Try to figure out when!



So You Wanna be a clay fighter, Huh?

Here are a few hints at playing Clay Fighter™ Sculptor's Cut™:

1. When all else fails, remember to block. Wait for your opponent to slip, and pound him into oblivion.
2. Experiment with different control pad and button combinations. You never know when you might find a new move, or...
3. It is possible to block special moves. However, each time you do so your life energy decreases. It's best to avoid this situation whenever possible.
4. Blocking low will not always protect you from certain attacks. Study the clay fighters carefully. Some moves may appear to hit low, when they actually hit high.
5. Be adventurous when fighting. You may stumble upon secret areas.

The Clay Fighters

high five

Once Dr. Kiln's "right-hand man," High Five has become tired of following the mad dictator's crazed will. Becoming huge from the meteorite goop that was spilled on him while he was still attached to Dr. Kiln, he is now a formidable force on the side of good. Enemies scatter when High Five balls himself into a fist, as no one wants to feel the force of that wallop!



Knuckle Sandwich



Who's the Hand?



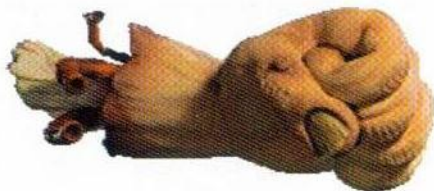
Peace, Man!



Five-Finger Discount



So Long, Sucker!



Zappa YOW YOW boyz



Fofa, Gling, and Kapu were living happy, carefree lives on Claymodo when all of the ruckus occurred.

Now, determined to reclaim their sanctuary from these annoying characters, the Zappa Yow Yow Boyz will stop at nothing to kick the bunch off of their beloved island. Not evil by nature, this normally docile trio will try to crush anyone they see, striving for some peace and quiet!

Zappa Snappa



Zappa Flip



Zappa Twirl

Charge



Zappa Zipper Twister



Zapp Attack



Trio Toss



lady liberty



A self-designated freedom fighter, Lady Liberty has sworn to oppose evil wherever it exists. An experienced soldier, her survival instincts were essential during and after the treacherous plane crash onto the island. All of her combat skills will be put to the test, now that she and her friends are facing their most challenging enemy, the evil Dr. Kiln and his hideous henchmen.

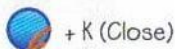
Crown Of Flames



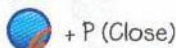
Torch Strike



Freedom Fling



Liberty Bell



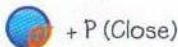
Torches Of Fury



Liberation Declaration



Bomb's Away



lockjaw pooch



Once Dr. Kiln's pet bull terrier, Lockjaw was mutated by the meteorite goop into the monstrosity he is now. Completely loyal to his master, Lockjaw snarls, chomps, and growls his way through his opponents. While the good guys would probably like to see Lockjaw on a leash, Dr. Kiln routinely sends him out to do his most sinister deeds. This is one dog who is bad to the bone!

Doggie Copter



Hot Dog



Spiked Collar



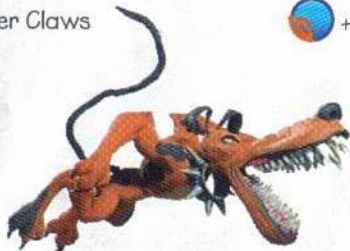
Dog Rush



Fangs Of Fear



Killer Claws



bad mister frosty®



Bad Mister Frosty, the one-time cold-hearted head hooligan of the frozen north, has since sought therapy to help "chill out" his hot-headedness. He has even traded in his rebellious backwards baseball cap for his familiar top hat. With his personality now benevolent, he strives to fight against the evils of the very claydom he once belonged to. He's snow ordinary dude.

Ice Bash



Blizzard



Ice Pick



Snowball

Charge



Frozen Frenzy



Snow Plow



Hurricane Flurry



blob



Still going strong after two previous grand adventures, Blob continues to fight against evil. He is definitely going to have to stretch all of his eye-popping, morphing talents to the breaking point to overthrow his adversaries. Blob's not the smartest of clay fighters, but he is the most versatile. Will he become a car? A plane? An axe? Watch and find out!

Buzz Saw

Charge  .  + P

Air Raid

 + K

Police Brutality

 + P

Knock You Out

 + P



Spinning Axe

 + K

Super Lange Flurry

 + P

Kamikaze Bombardment

 + P



bonker

Once a happy, smiling circus clown, Bonker now receives joy only when causing grief. Rejected from the circus because of his bad, mischievous attitude and increasingly psychotic prank-playing, he's joined the mean minions of the evil Dr. Kiln. On his voyage to world domination, he plans on getting a few laughs and screams at his victims' expense.



Merry-Go-Clown



Get 'Em, Fifi



Ferris Wheel



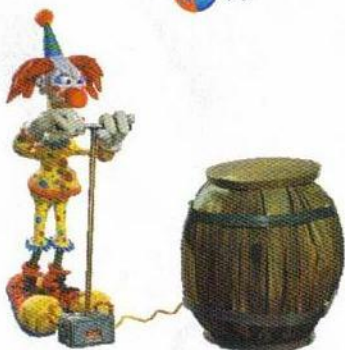
Welcome To The Big Top



Horde-O'-Fifis



Twirly Bird



houngan

The Voodoo Doctor is in! With his hypnotic rubber chicken, freaky face-paint and his overall frightfully funny demeanor, Harry Houngan is quite a sight to behold. As Dr. Kiln's evil scientist, this ingenious yet misguided shaman develops all of Dr. Kiln's sinister weapons. With his latest discovery, the mutating goop from "Big Bessie," Houngan will mold Dr. Kiln an army of darkness to take over the world.



We Jammin'



Whoa, Mon!



Chickenball



Chicken Licken'



Voodoo



Graveyard Shift



kung pow

Who you master? If it's Kung Pow, you're sure to be well-trained. Once a cooking show host, Kung Pow is now the most esteemed Kung-Fu Master on Claydonia. Upon hearing that he was one of the good guys battling against him,

Dr. Kiln was not at all pleased. When Kung Pow pulls out a wok, you're never sure if he's going to pound you with it or stir-fry up a delicious dish!



Crane Technique



Egg Fu Young



Chop Suey



Nunchucks



Fu Manchu



Lo Mein



Pork Fried Rice



taffy

Also known as "The Candyman," Taffy is the most elastic of the bunch, as he can stretch his limbs to out-distance his opponents. Never a really strong guy, Taffy uses his reach as a strategic advantage. He loves sugary sweets, and will frequently skip meals to snack only on desserts. Maybe not the best idea, but you can bet that his dentist just loves him!



Jelly Roll

Charge  .  + P

Gumball



Taffy Twist



Sugar Rush



Sweetie Pie



Bubble Gun

Charge P, K



ickybod clay

IckyBod haunts the shadowy hollows of Claymodo, shooting terror deep into the souls of all he encounters.

An almost wraith-like creature, IckyBod moves about by floating just above the ground. As a means of testing his terror prowess, IckyBod has taken it upon himself to terrorize all enemies on the island, just to prove that there's nobody he can't scare. Boo!



Boohooken



Guord Toss



Now You See Me...



Raise The Dead



Ghostly Bash



Frightmare



boogerman[®]

When the good guys set out to thwart Dr. Kiln's evil plans, they immediately enlisted the help of world-renowned superhero Boogerman[®]. He will add his mucous-assisted powers to the crusade against the evil forces on the isle of Claymodo. Dr. Kiln realizes that he's nothing to sneeze at and will fling everything at him. Who's afraid of the bad guys? He's snot!



Loogie



Gas Slide



Boogie Flip



Spinning Cape



Boogie Spin



Mega Burp



dr. kiln



Good guys, beware! Dr. Kiln is bent on taking over the world, and he will be nearly impossible to stop. Fueling his plans for world domination is the mutagen goop that Houngan has distilled from the gigantic meteor that smashed into the side of his secret laboratory. With it, Kiln will create an evil bunch of clay minions with which to reign supreme.

Propeller Push



Glasses Of Heat



Defibrillator Dance



Rapid Fire



The Doctor Is In



earthworm jim®



Wherever there are evil villains to defeat, you can bet that Earthworm Jim® will be there to stop them. In his trusty powered suit, he leaps into action, squirming his way through the tide of evil forces in his way. The bad guys think that he's gonna be fish food, but Jim has other plans. Will his powers hold out until he can conquer those goons? Stay tuned.

Tumbleworm



Blast 'Em



Eat Cowl



Whoa, Nellie!



Mega Blast



Super Worm



Propeller Worm



Sumo Santa



Unknown to everyone in our story, the island of Claymodo is actually the secret headquarters of Sumo Santa's toy workshop, in which his dedicated elves work diligently all year long to create toys for all of the children of Claydonia. Just relocated from the North Pole, Sumo Santa chose a more tropical location for his toy factory, and is taking steps to ensure that all of his toys get finished. If that means kicking all of our heroes off of the island, then so be it!

Christmas Gift



Sumo Splash

Charge



Belly Launcher



Kringle Crush



Blubber



Air Blubber



Sumo Stomp



t-hoppy



Once a good guy, T-Hoppy has since been transformed by Dr. Kiln into a mechanical freak of nature. Brainwashed by the evil madman, T-Hoppy is quite a sight to behold. His robotic body makes him incredibly strong and gives him a vast range of attacks that can pulverize the enemy. Will our heroes be able to save T-Hoppy from the evil that has seized control of him?

Jack Rabbit



Hydraulic Kick



Hoppy Stomp

Charge



Jack Rabbit Overdrive



Julienned Carrots



Hash And Bash



Customer Service

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at: Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678. Our fax number is (714) 252-2820.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline: Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS:

We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online:

You can E-mail Interplay Customer Support at IPTECH.

CompuServe:

We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Internet:

You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to <ftp.interplay.com>.

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Vun Airey,
Lisa Roberts Malenfant,
Ragan Verboon,
Rodney's Mum,
Rayna Marie Airey,
David Joshua Hart

Interplay Web Site

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
CEO

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products. The site features our demos, upgrades, product information and ordering information.

How to Get There

From your Internet account,
point your favorite browser to:

<http://www.interplay.com>



WARRANTY AND SERVICE INFORMATION

Interplay Limited 90-Day Warranty

Interplay warrants to the original purchaser of this Interplay Productions™ product that the cartridge on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the cartridge is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the cartridge containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Limited Warranty

If the cartridge should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective cartridge in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your cartridge is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective cartridge only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements

Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92606

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NOTICE: Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.



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