

INSTRUCTION BOOKLET

CLAY FIGHTER 63 1/3™



Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92603
(714) 553-6678
www.interplay.com

EmuMovies

PRINTED IN JAPAN

MNU64-176-0



Interplay

BY GAMERS. FOR GAMERS.™



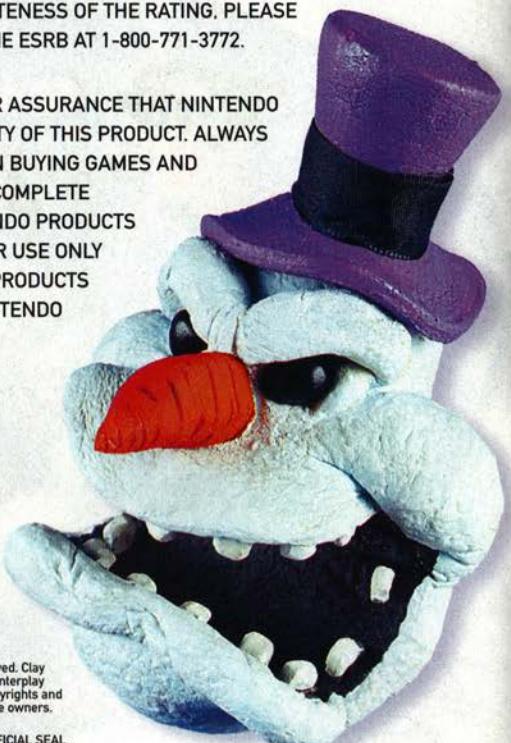
WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



© 1997 Interplay Productions. All rights reserved. Clay Fighter 63 1/2 and Interplay are trademarks of Interplay Productions. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

LICENSED BY NINTENDO NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA INC.

CONTENTS

Khaos on Klaymodo! 2

Beginning the Game 4

CONTROLLING YOUR CLAYFIGHTER 4

PUNCHES AND KICKS 6

Throws 8

Close Attacks 8

SPECIAL MOVES 9

Super Special Moves

9

Parrying 10

Claytalities 10

HINTS AND TIPS 11

THE NEW CREW 12

The Interclay Crew 18

KHAOS ON

The Isle of Klaymodo is the resting place of "Bessie," the purple meteor that came crashing out of the sky onto Klaymodo Island. Bessie has the essential ingredient, Bawk Choy, necessary for Dr. Kiln's world dominating Mutagen. Klaymodo's chief baddies are the devious Dr. Kiln and local voodist Happy Harry Houangan.

With a combination of laboratory experiments and voodoo spells, they've created an "interesting" assortment of hooligans to help them take over the world. These hideous henchmen include Bonker, a clown gone bad, and Ickybot Clay, the wonder from down under.

Dr. Kiln is putting the final touches on his top secret Mutagen code-named "Clayotic Claymorphosis" as Houangan walks through the lab door. When Houangan finds out about Dr. Kiln's secret formula the clay hit the fan. As the fight breaks loose the vial containing the Mutagen breaks in Dr. Kiln's hand and it begins to take on a life of its own.

The condition begins to spread rapidly and Dr. Kiln has no choice but to amputate his own hand. As the

KLAYMODO!

Hand hit's the floor it scurries out of the lab and into the dense jungle of Klaymodo. Houangan quickly exits the lab in pursuit of the Hand as Dr. Kiln writhes in pain.

Meanwhile, as Dr. Kiln deals with his new found stump, a ship on a 3 hour tour capsizes just off of Rubbage Reef. The ship contains a lively crew of characters, each with their own agendas. There's Bad Mister Frosty®, a one time bad guy who's turned his life around and Kung Pow, a Wok cookery Chef Boy R' Clay. Taffyman and Blob round out the castaways of the SS Manure.

CLAY FIGHTER 63/3

TM

BEGINNING THE GAME

First, you will need to insert the CLAY FIGHTER 63 1/3 Game Pak into your Nintendo 64 Entertainment System.

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

CONTROLLING YOUR CLAY FIGHTER:

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.



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.

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.

PUNCHES AND KICKS

"BASIC TRAINING- WHAT A PIECE OF CLAY."

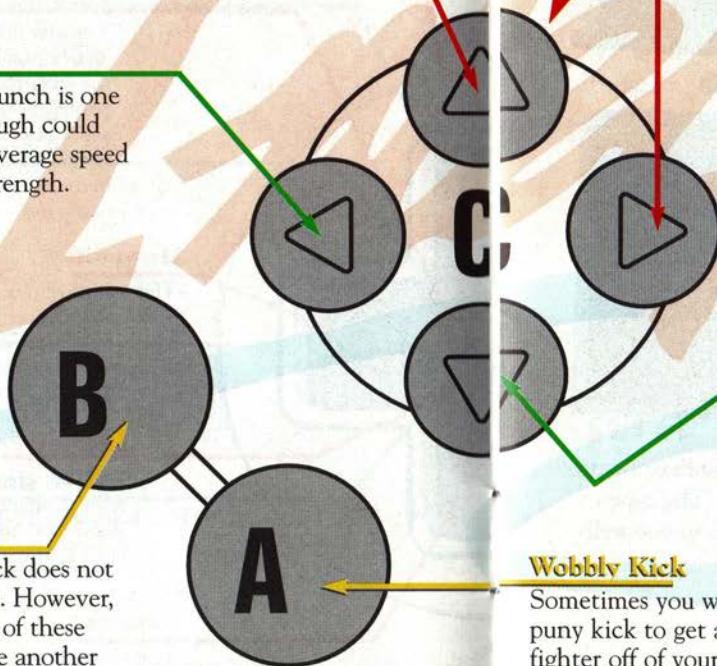
There are **3** basic punches and **3** basic kicks available to all characters:

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 63 1/3:

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 NEW CREW



Bad Mister Frosty, the one-time cold-hearted head hooligan of the frozen north, has since sought therapy to help him chill-out his hot-headedness. With his personality now benevolent, he strives to fight against the evils of claydom he once belonged to.



Blob, now faced with attackers from every direction, must use every ounce of his incredible intellect (or at least his pretty nifty morphing abilities) to survive Klaymodo Isle.



Once a happy, smiling circus clown, Bonker now gets joy only when causing grief! Fired from the circus because of his bad, bad, attitude and increasingly psychotic prank playing, he's joined the mean minions of Dr. Kiln. In his process of world domination, he plans on getting a few laughs and screams at his victims' expense!

• CLAY
FIGHTER
68%
3

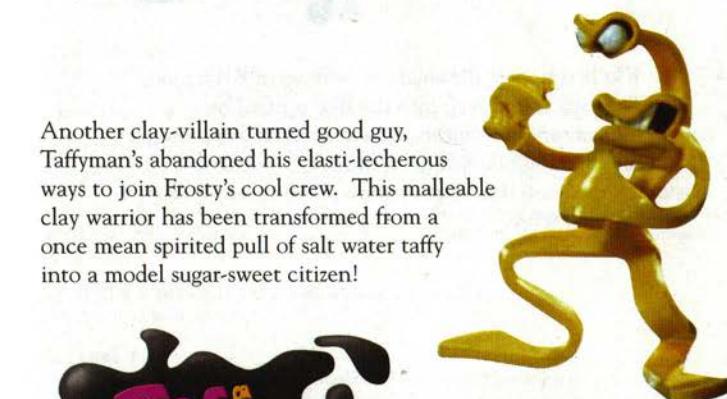
Houngan

The local Voodoo Doctor is in! With his hypnotic Ping-Pong ball eyes, freaky face paint and his over-all frightfully funny demeanor, Harry Houngan is quite a sight to behold. A native to Klaymodo, Houngan was an immediate sympathizer to Dr. Kiln's cause upon the Clayentologists' arrival. His own ulterior motives of sending the world into Black Magic oblivion drive his dark desires, and he finds himself often competing with Kiln for control.



Kung-Pow

Kung Pow is a one time cooking-show host turned Kung-Fu master who currently moonlights as a cruise-ship athletics instructor. He now finds himself shipwrecked on Klaymodo with Frosty and the rest of the "good" gang. He is chocked full of oriental proverbs and sage advice which he doles out with characteristic mellowness. This often incites the rest of his companions to yell "SHUT UP ALREADY!"



Taffy

• CLAY FIGHTER
68/3



IckyBod haunts the shadowy hollows of Klaymodo, shooting terror deep into the hearts of all he encounters. As a means of testing his terror prowess, IckyBod has taken it upon himself to terrorize everyone on the island, just to prove there's nobody he can't scare.

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 GAMBPUB 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 GAMBPUB. 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.

PRODIGY® INTERACTIVE PERSONAL SERVICE:

You may send mail directly to us. Our ID is "PLAY99B"

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.

THE INTER CLAY CREW

DIVISION DIRECTOR:
Alan Pavlish

PRODUCER / DIRECTOR:
Jeremy Airey

LINE PRODUCER
Brian McInerny

NINTENDO 64 PROGRAMMING:
Eric Hart, Didier Malenfant

TECHNICAL ASSISTANCE:
Darryle Dion Hawkins
John Price

SENIOR DESIGNER:
Rodney Relosa

CHARACTER DESIGN:
Interplay / Danger Productions

CHARACTER SCRIPTING:
Jeremy Airey, Rodney Relosa,
Kirk Tome, Brian McInerny

DESIGN:
Jeremy Airey, Rodney Relosa,
Brian McInerny, Kirk Tome,
Eric Hart

ORIGINAL MUSIC:
Richard Band
Rick Jackson

MUSIC CONVERSION:
Rick Jackson

MUSIC SUPERVISION:
Brain Luzietti

**VO SUPERVISOR AND
DIRECTION:**
Chris Borders

AUDIO MASTERING:
Craig Duman

VO EDITING:
Sergio Bustamante,
Doug Rappaport, Ronald Valdez,
Chris Borders

TECHNICAL AUDIO ADVISOR:
Charles Deenen

ANNOUNCER:
Michael Buffer

VOICE ACTORS:
Rob Paulsens, Jess Harnell,
Charlie Adler, Jeff Bennett,
Dan Castellaneta, Jim Cummings,
Tress Macneille, Frank Welker

VO RECORDING ENGINEER:
Julian Cook
(for Marc Graue Studio)

VO RECORDED AT:
Marc Graue Studio

SOUND FX:
Wavegroup Sound Design
Interplay Audio Dept.

**3D BACKGROUNDS &
TEXTURES:**
Saffire

MANUAL WRITERS:
Jeremy Airey, Rodney Relosa,
Brian McInerny

MANUAL DESIGN AND LAYOUT:
Craig Owens

MARKETING DIRECTOR:
Karen Schohan

MARKETING MANAGER:
Monica Guerra

PR MANAGER:
Genevieve Ostergard

DIRECTOR OF QA:
Chad Allison

ASSISTANT DIRECTOR OF QA:
Colin Totman

QA CONSOLE TECH:
Steve Cabiness

LEAD TESTER:
Jim Dunn

TESTERS:
Sean Johnson, Charlie Gale,
Doug Finch, Kaycee Vardaman,
Jim Harrison, Richard Avalos,
Donnie Cornwell, Chris Jones,
"Rockin" Rob Nichols

TECHNICAL SUPPORT
Hilleri Abel, Matt Byrne,
Mark Linn, Rafael Lopez,
Rick Sanford, Paul Dew,
Alton Tuttle, Rusty Treadway,
Brian Quilter, Brennan Easlick,
Tom Gardner, Gunnar
Christensen, Jennifer Purcaro

CUSTOMER SERVICE
Erin Smith, Becky Vazquez,
Kori Rosencranz

SPECIAL THANKS TO:
Mark Deloura, Hans Lo,
Steve Okimoto, Scott Pelland,
Genevieve Ostergard

EXTRA SPECIAL THANKS TO:
Patty Hart, Vun Airey,
Lisa Roberts Malenfant, Ragan,
Rodney's Mum, Rayna Marie
Airey, Baby Hart

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

©1997 Interplay Productions. All rights reserved. Clay Fighter 63 1/3, and Interplay are trademarks of Interplay Productions. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

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
16185 Von Karman Avenue
Irvine, CA 92606

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

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