



ClayFighterTM Sculptor's CutTM

INSTRUCTION BOOKLET

**ModRetro has carefully assessed this
product, confirming it meets our exacting
standards for quality craftsmanship,
reliability, and unadulterated fun.**

OFFICIAL
MODRETRO
PRODUCT

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CHAOS *ON*



CLAYMODEO



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 Claymodo, 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!**



FRONT CONTROLS

D PAD & ANALOGUE STICK

Jump ▲

Backward Jump ▲ + ◀

Away ◀

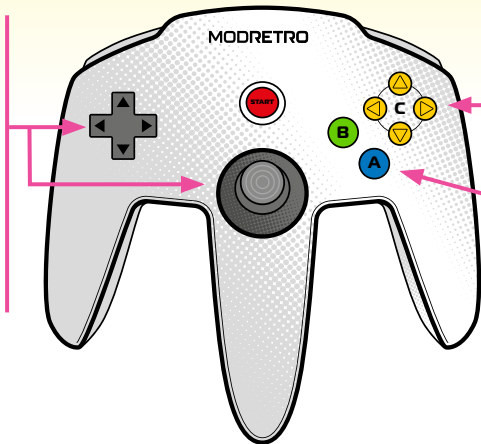
Crouch Defense ▼ + ◀

Forward Jump ▲ + ▶

Towards ▶

Offensive Crouch ▼ + ▶

Crouch ▼



REAR CONTROLS

C BUTTONS

Brutal Punch ▲

Fair Punch ▷

Brutal Kick ▸

Fair Kick ▽

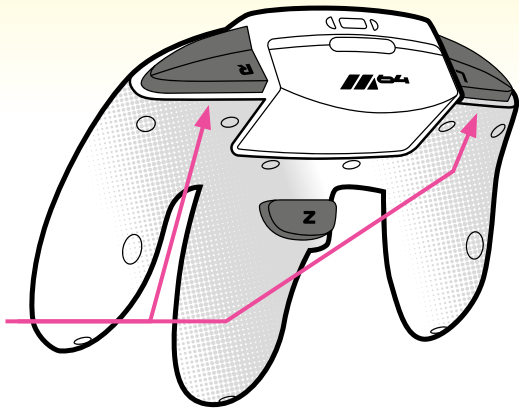
A & B BUTTONS

Wobbly Kick A

Wobbly Punch B

LEFT, RIGHT BUTTONS

Backwards Dash



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'll 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?*

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.



Clay Fighters Moves Key

 = Quarter Circle Forward

 = Quarter Circle Back

 = Forward, Down, Down-Forward

 = Back, Down, Down-Back

 = Half Circle Forward

 = Half Circle Backward

Charge = Hold Briefly

The Clay Fighters

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!

HIGH FIVE

Knuckle Sandwich  + P

Who's the Hand?  + P

Peace, Man!  + P

Five-Finger Discount  + K

So Long, Sucker!   + P



ZAPPA YOW YOW Boyz

Foo, 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



+ P or K

Zappa Flip



+ K

Zappa Twirl Charge



+ P or K

Zappa Zipper Twister



+ P

Zapp Attack

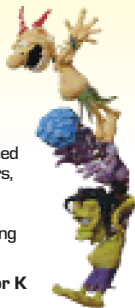


+ P

Trio Toss



+ P



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



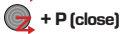
Torch Strike



Freedom Fling



Liberty Bell



Torches of Fury



Liberation Declaration

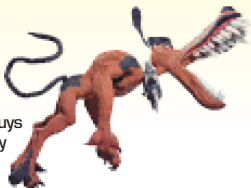


Bomb's Away



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. Kin routinely sends him out to do his most sinister deeds. This is one dog who is bad to the bone!



Doggie Copter  + K

Hot Dog  + P

Spiked Collar  + P

Dog Rush   + K

Fangs of Fear   + P

Killer Claws   + P



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   **Back, Forward + P**

Air Raid



Police Brutality



Knock You Out



Spinning Axe



Super Lunge Flurry



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



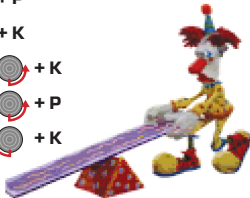
Welcome To The Big Top



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'



+ K

Whoa, Mon!



+ P

Chicken Ball



+ P

Chicken Licken'



+ P

Voodoo



+ K

Graveyard Shift



+ P



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  + P

Egg Fu Young  + K

Chop Suey  + K

Nunchucks  + P

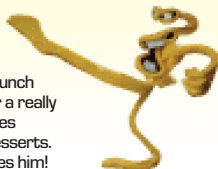
Fu Manchu   + P in Air

Lo Mein   + K

Pork Fried Rice   + K



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  + P

Taffy Twist  + P

Sugar Rush     + K

Sweetie Pie   + P

Bubble Gun Charge P, K



ICKYBOO 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



Gourd Toss



Now You See Me...



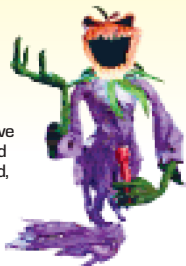
Raise the Dead



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



+ P

Gas Slide



+ K

Boogie Flip



+ K

Spinning Cape



+ P

Boogie Spin



+ K

Mega Burp



+ P



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 Cow!



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



+ P

Sumo Splash

Charge



+ P

Belly Launcher



+ P

Kringle Crush



+ P

Blubber



+ P

Air Blubber



+ K

Sumo Stomp



+ K



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



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Notes

Notes

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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M

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