

# Nintendo Gateway - Super NES Executive Game Summary

*Game Title* **Clayfighter 2™ Judgement Clay**

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*Game Description* The mysterious purple clay meteor that recently wreaked havoc is once again active. The most recent reports indicate that an array of formidable warriors has risen from the spreading sea of clay to meet Dr. Kiln's challenge and vie for supreme leader themselves. Who of these new warriors will finally triumph and rule the land?

*Controller Info*

Control Pad	Directional
Up:	Jump - will jump straight up in the air.
Down:	Crouch - move closer to the ground allowing low attacks.
Right:	Toward/Forward motion - allows you to walk forward or perform an attack which requires forward motion.
Left:	Away/Back defense - allows you to defend against attacks coming in from above, or from chest height.
Up+Right:	Forward jump - Jump forward towards other player, possibly over them.
Up+Left:	Backward jump - jump into the air away from the opponent.
Down+Left:	Defensive crouch - defend against low attacks and most chest high attacks.
Down+Right:	Offensive crouch - crouch down ready to attack the opponent.
A Button:	Forward kick - not the strongest nor the weakest kick, but will get to your opponent in an average amount of time.
B Button:	Quick kick - sometimes you will need this puny kick to get another clayfighter off your back. It will usually land before a stronger attack can get you.
Y Button:	Jab punch - does not do much damage, but you can get a lot of them in before another clayfighter can land a more powerful punch.
X Button:	Medium punch - has an average speed and strength.
L Button:	Brutal punch - will brutalize your opponent, but only if you can land it in time.
R Button:	Heavy kick - when you really want to send your opponent through the goal posts.