

# Nintendo Gateway - Super NES Executive Game Summary

*Game Title* **Clay Fighter™ Tournament Edition**

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*Game Description* Transformed by a mighty clay meteor, the abandoned amusement park, "Play Land" has become "Clay Land". Become one of the wacky inhabitants of Clay Land, and fight your way to the top of the heap, and become King of the Circus.

*Controller Information*

Control Pad:	Moves fighter
Up:	Jump
Down:	Crouch
Left:	Defends
A Button:	Medium kick
B Button:	Quick kick
Y Button:	Quick punch
X Button:	Medium punch
Start:	Start/Pause
Select:	Back up to the previous menu
L/R Buttons:	Brutal punch/kick

*Other Info*

<b>Tournament:</b>	
Double Elimination:	All the fighters begin in the winners bracket. One lose puts you in the losers bracket. If you lose in the losers bracket you are out.
Single Elimination:	Lose and you are out.
Sudden Death:	Same as single elimination, except that you only fight 1 round.
Players:	Choose how many fighters will be invited to the tournament.

*Hints & Tips*

Quick moves take very little time, but do little damage.

Throws:  
Most Clayfighters can throw opponents. Get in close and press any button to grab.

Special Moves:  
Each character has special moves. Practice to find them. Often times it is a rotation on the control pad followed by a punch.

Super KO's:  
If you hit an opponent multiple times without being hit yourself, "KO" will flash on the screen. Any non-projectile special move will "KO" the opponent.

If dizzy, press left/right repeatedly to revive yourself.