Nintendo Gateway - Super NES Executive Game Summary

Game Title	**Claymates™**

Trademark Attribution	(Nothing Required)

Game Description

Your father, Professor Putty, has been kidnapped and as his son, Clayton, you must rescue him. After being turned into a lump of clay, you find that you have the ability to change yourself into any one of his five claymate friends. The different forms you are capable of are Muckster the Cat, Goopy the Guppy, Doh-Doh the flying Do-Do, a chipmunk called The Globmeister and Oozy the Mouse (who makes all other speeding rodents look like they're standing still!). These personality filled characters will help you rescue Professor Putty from the evil witch doctor.

Controller Information

Control Pad:	Moves character up and down trees.
A Button:	Dig
B Button:	Jump / Swim
Y Button:	Attack / Run (when held)
X Button:	Not used
Start:	Pause
Select:	Can be used to exit a previously completed level (hold select and press start).

Hints & Tips

Move Clayton around the map to find whirlpools. The whirlpools are different levels and you must complete them in the order.

Upon completing a level, there will be a small task to perform before you can advance to the next level.

To get to level 2 release the robots so that they can grab the axes. Then move the rail car so the robots can chop down the trees. If the robots get stuck, you can punch them and they will begin again.

Polymorph Options:

Red Clay: Turns Clayton into "Muskster" the cat, who can climb trees.
Gray Clay: Turns Clayton into "Oozy" the mouse, who can run extremely fast, and can soar.
Purple Clay: Turns Clayton into "Goopy" the fish, who can swim and blow bubbles.
Brown Clay: Turns Clayton into "Globmeister" the gopher, who can dig through loose dirt and throw acorns.
Green Clay: Turns Clayton in to "Doh-Doh" the bird, who can fly for short periods of time.