



CLAY FIGHTER 2™

Interplay™

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS 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 WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

CONTENTS

INTRODUCTION	2
BEGINNING THE GAME	4
CONTROLLING THE CLAYFIGHTER™	5
Description of movements	5
Punches and kicks	7
Close attacks	8
Special moves	9
YOUR MISSION	10
VERSUS MODE	12
TOURNAMENT	14
TOURNAMENT TYPES	15
PLAYING THE TOURNAMENT	16
CHANGING OPTIONS	18
Game speed	19
Time limit	19
Arena select	19
Foreground	19
Button configuration	20
SO YOU WANNA BE A CLAYFIGHTER HUH?	21
(Hints at playing the game)	
THE NEW CREW	22
(Character profiles and special moves)	



Dateline Mudville: July 15th, 1994.

Authorities have now confirmed the mysterious purple clay meteor that recently wreaked havoc through the land is once again active. Clay emissions from the meteor have been seen spreading through Mudville at an alarming rate, leaving the land flooded in a sea of rising clay. One eye witness described the spreading clay as a “gigantic blanket of bubbling goo covering the...” Unfortunately the witness was not able to finish before being engulfed by a gushing mass of clay.

It is believed that moments before this second claytastrophe began, an alien spacecraft in the shape of a prune Danish landed approximately one quarter of a mile away from the meteor. Witnesses described a strange man with a big head, large buggy eyes wearing a lab coat with the inscription “Extremely Mad Scientist, Dr. Kiln”, jumping out of the craft. According to one startled citizen, Dr. Kiln pressed his nose, and out of both nostrils shot a big honking loogy,

it was large and green and struck the central portion of the meteor. The meteor instantly pulsed with a strange green glow and began spewing forth the dreaded clay emissions. Then Dr. Kiln shouted at the top of his lungs — “I am now and will remain supreme ruler of all Mudville, N. Boss is no more... And just try and stop me.”

The most recent reports indicate that an array of formidable warriors has risen from the spreading sea of clay, apparently to meet Dr. Kiln’s challenge and vie for supreme leader themselves. These clay fighters are believed to be far stronger and fiercer than those that rocked Mudville during the last Claytastrophe. Who of these new warriors will finally triumph and rule the land ? Hoppy, a rowdy bunny ? Buff and Bad Mr. Frosty ? Maybe it will be Blob, Goo Goo, Nana Man, Octo, Kangoo, or last year’s champion Tiny. It all depends on you. Are you ready?

BEGINNING THE GAME



First you will need to insert the CLAY FIGHTER 2™ Game Pak into your Super Nintendo Entertainment System®. Now move the Power Switch to the ON position. The Title Screen of CLAY FIGHTER 2 will appear. Now press the START button on your controller to bring up the game choice screen.



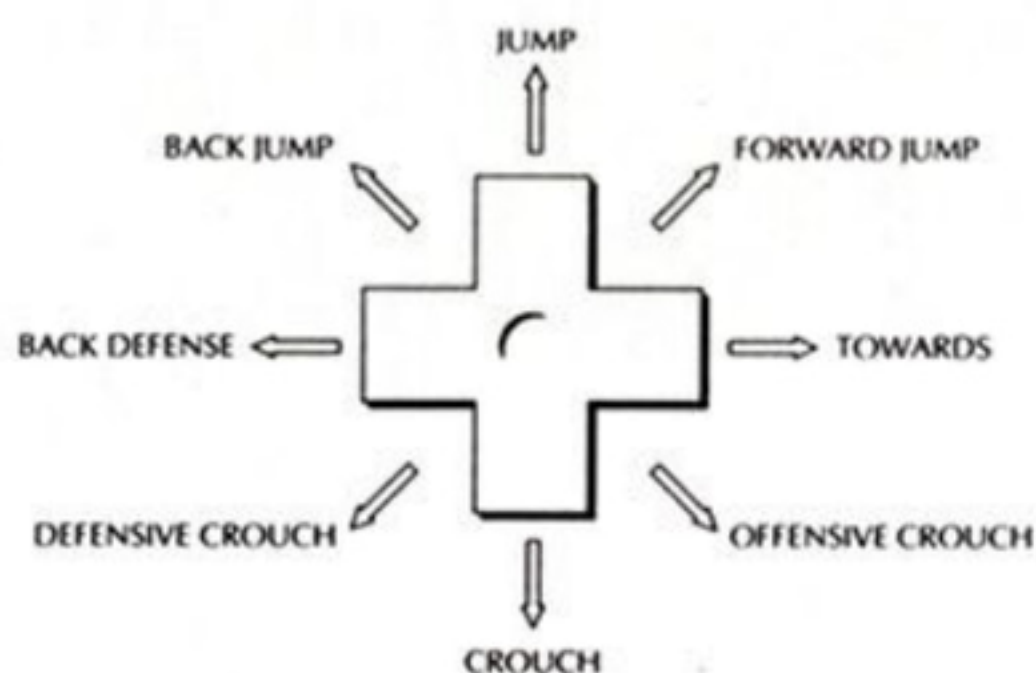
CONTROLLING YOUR CLAY FIGHTER™



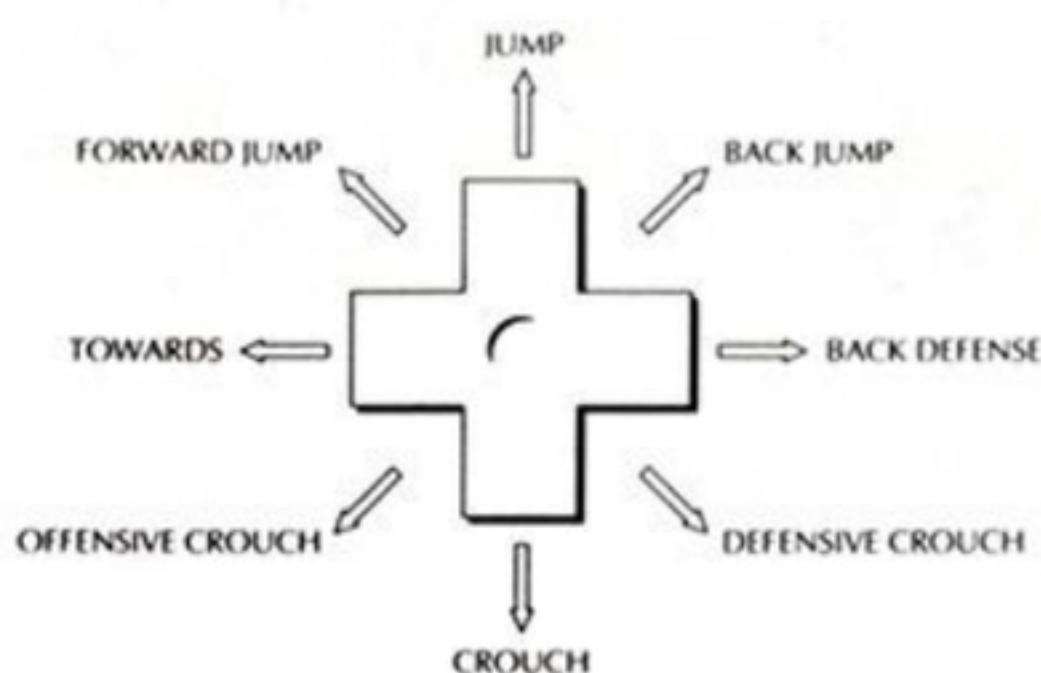
Description of Movements: *"This is WHERE it all begins."*

Towards: This will allow your clay fighter to walk forward or perform an attack which requires forward motion.

Forward jump: Your clay fighter will jump forward, towards the other player, possibly over them. Many actions can be performed while your clay fighter is in the air.



For character facing right



For character facing left



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.

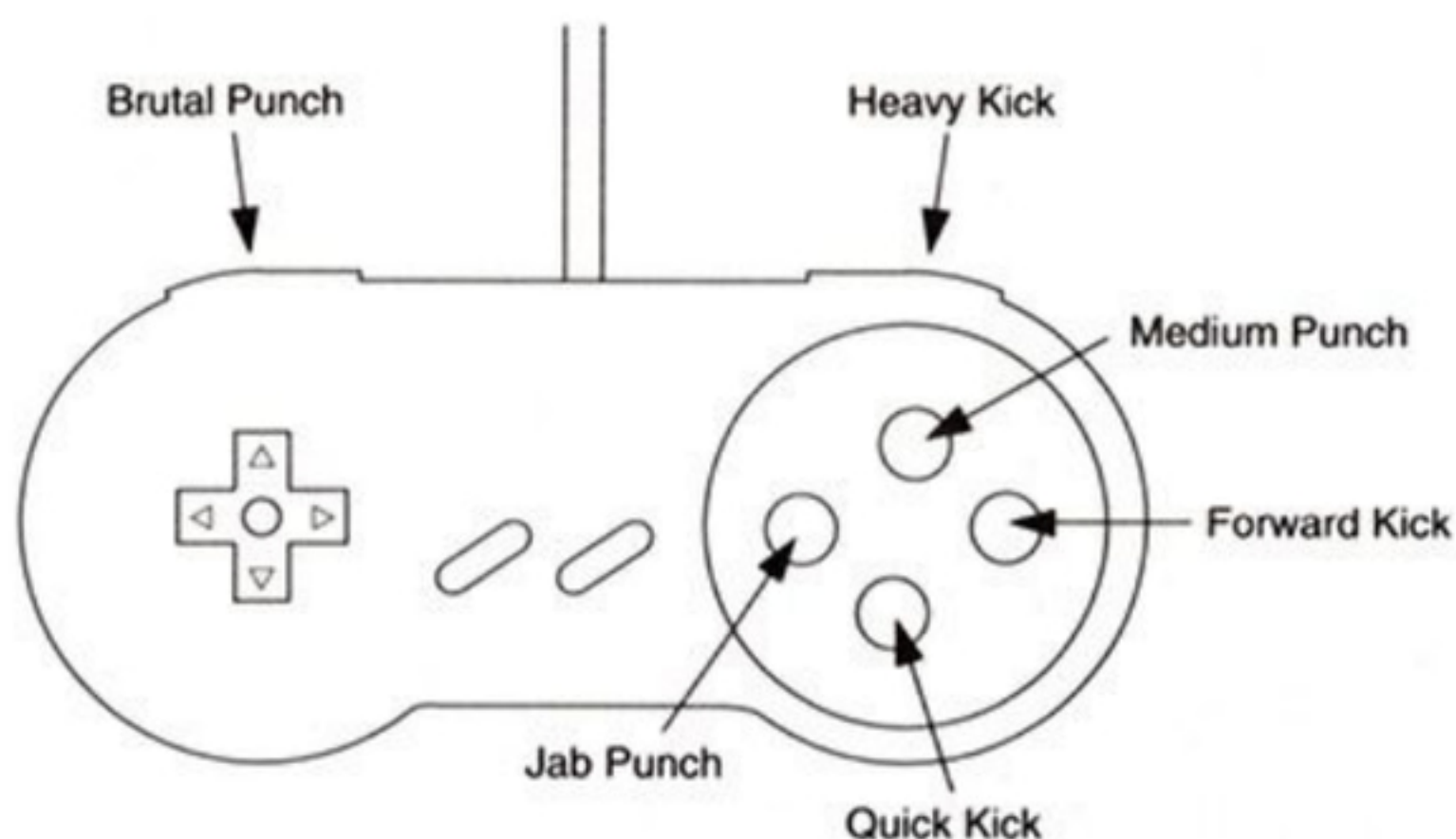
Crouch Defense: Your clay fighter will defend against low attacks and most chest high attacks.

Crouch: Your character will move closer to the ground allowing low attacks.

Offensive Crouch: Your character will crouch down ready to attack the opponent. Watch out! Your character will not block in this position.

Punches and Kicks: *"BASIC TRAINING, WHAT A piece of clay."*

These three basic punches are available to all characters:



Jab Punch: This wimpy attack does not do much damage but you can get a lot of them in before another clay fighter™ can land a more powerful punch.

Medium Punch: This plain wrap punch is one that any John Dough can throw. It has an average speed and an average strength.

Brutal Punch: This no holds barred punch will brutalize your opponent, but only if you can land it in time.

These three basic kicks are known by each clay fighter:

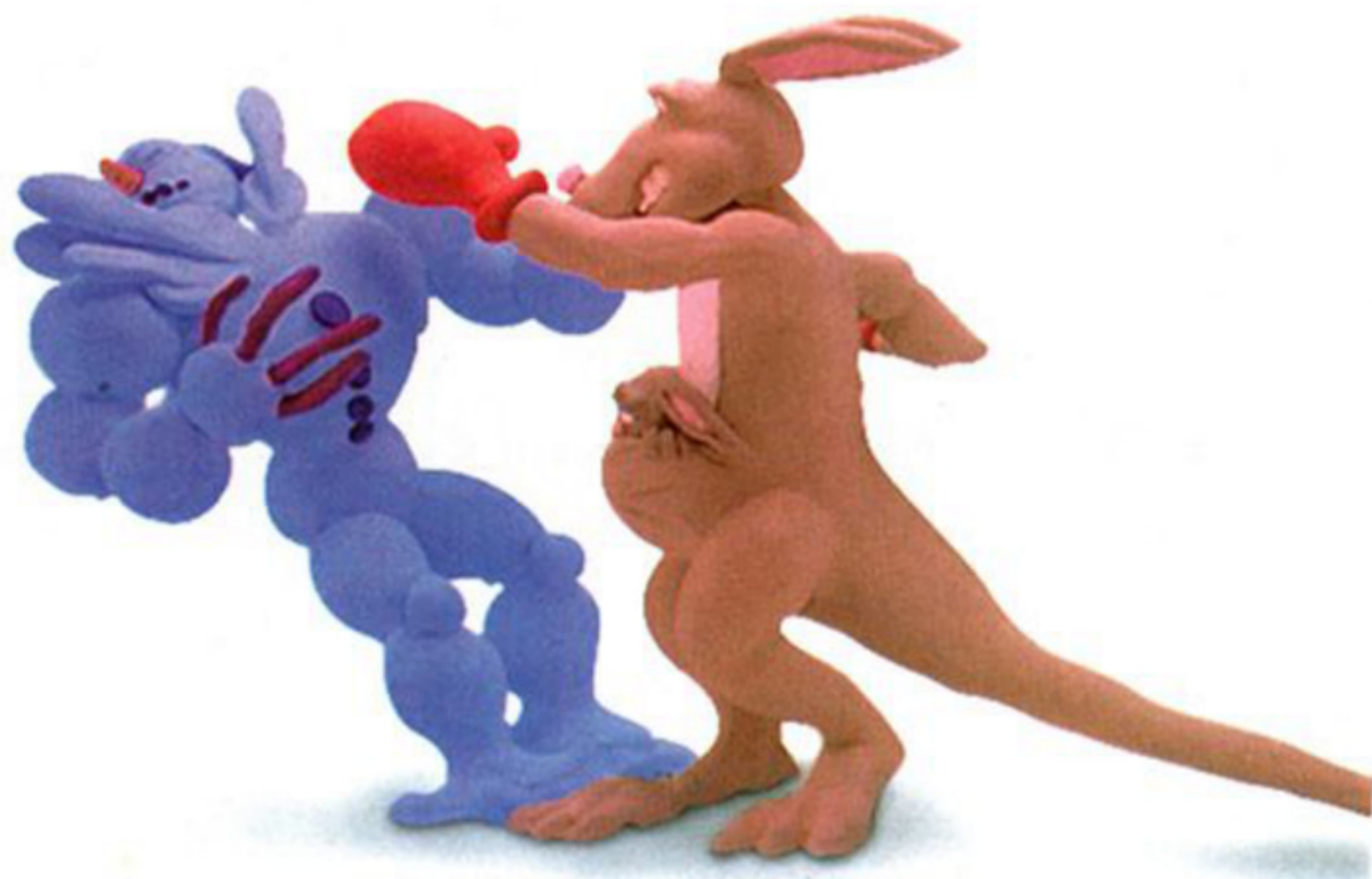
Quick Kick: Sometimes you will need this puny kick to get another clay fighter off your back. It will usually land before a stronger attack can get to you.

Forward Kick: Another attack in the John Dough category. It is not the strongest kick, nor the weakest. It will get to your opponent in an average amount of time.

Heavy Kick: When you really want to send your opponent through the goal posts, try this kick. It should send him half way to Saturn.

Close Attacks ***"Ready OR SNOT, HERE I COME."***

These attacks can be performed when your clayfighter™ is next to his or her opponent. Your clayfighter's normal punches and kicks may also be different when he or she moves into close combat.



Special Moves *"WHAT WAS THAT?"*

While the clayfighters have learned a collection of basic throws, holds, punches, and kicks; each character has studied a variety of special moves. These moves are different for each character. They will give your clayfighter a much needed edge when your opponent's clay is down. You can also surprise another clayfighter with a move 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.



YOUR MISSION



To begin a single player game, choose Game Start from the Main Menu screen by moving the control pad up or down, and pressing the START button.

You will now enter the Character Select screen. From here you can pick the clay fighter™ of your fancy. To do this move the selector around to the character you wish to play and hit a button. The button you use to select your character will affect the color in which he or she is displayed.



Each fighter is unique. You should pick a character suitable to your fighting style.



Once a battle begins, you will need to use all of your skill to defeat your opponent. Each time you hit the other clay fighter with any of your punches, kicks, holds, throws, or special moves their life energy will decrease. This goes both ways, and you will lose a portion of your

energy every time you are hit as well. When one of the clay fighter's energy has dropped to zero, the round is over. Win two out of three



rounds, and walk away the match victor. The other clay fighter™ may have used more style in the fight, but he or she is now the one laying on the ground in a pool of their own clay.

If you are able to pound your opponent to a pulp two out of three rounds, you will then move onto the

next clay fighter. If you cannot, then you will have to battle this particular clay fighter again. A real clay fighter accepts this and will fight against insurmountable odds until he is able to persevere. Don't give up if a certain opponent keeps on beating you, your timing and expertise will increase with practice. You will eventually give your opponent a taste of their own clay.



Your clay fighter and his opponent do not have all the time in the world. Each round is timed by a timer (duh!). When the clock has completed one cycle or reaches 0, the time has run out, and the round is over. The clay fighter with the most energy remaining will emerge the victor.



While one person is playing against the computer, another player can join by pressing the START button at any time during the game. When one player beats another, the single-player game will resume. If the second player wishes to fight again, they can simply press START to join the fight.



VERSUS MODE

Versus Mode offers two players the chance to fight each other without the game returning to single-player mode. Choosing this option from the Main Menu brings up a character selection screen. You can choose your character by moving your icon selector to the player of your choice and pressing a button. As before, the button you choose will affect the color of your character. You can toggle back and forth between the character select and handicap fields by pressing up on the keypad. To return to selecting your character press down on the keypad. If you wish to change your handicap you must do so before choosing your character. To change your handicap toggle to the handicap field and move your keypad left or right. The character with the higher handicap will be given a greater advantage in combat. Once you have both chosen characters, the Stage Select screen will come up. The arena selected will depend upon what option you have chosen in the Options Menu (see Options Menu for more details).

To choose the arena move the selector to the stage of your choice and press START. At this time if you hold down the SELECT button you will bring up the Button Configuration screen (see page 20). If you choose not to do so, prepare yourself...

The battle is about to begin.



Once you have set your buttons, press START to enter combat.

After the match a summary of current standings will be displayed. While on this screen you can bring up a list of options by pressing SELECT. Once you press SELECT you will be given the options QUIT, CONTINUE, or CLEAR. Choosing QUIT will take you back to the Main Menu, CONTINUE will drop you out of the menu, and CLEAR will reset the characters' win/loss/draw records. You can then exit the standings screen by pressing START.



TOURNAMENT

Tournament lets one to eight players fight in one of six types of tournaments. The standard tournaments are **SUDDEN DEATH**, **SINGLE ELIMINATION**, **DOUBLE ELIMINATION**. You can select the number of players in the tournament by highlighting the PLAYERS option and moving the keypad left or right. Select the tournament type by moving the keypad left or right while the TYPE option is highlighted. At this point you will need to determine whether or not you want RANDOM selection or not. This mode is for experts who know each character as if they themselves were cut from the same mold. If you have RANDOM set to ON, the character selection will be done automatically. You can toggle this mode ON or OFF by highlighting the RANDOM option and moving your keypad left or right. The Arena Selection controls how the arenas are selected, either Sequential (one after the other) or Random. To toggle between the two modes highlight the ARENA option and move your keypad left or right. The last option in the menu is TOURNEY SIZE. This allows you to change between 4-competitor and 8-competitor modes.

The slots that are not filled by human players will be filled with computer controlled characters. As with the other options, you can toggle between the two modes by highlighting the TOURNAMENT SIZE, and moving the keypad left or right. To start the tournament make sure your settings are correct and press START.



TOURNAMENT TYPES



Double Elimination

Every combatant will start off in the winners bracket. Two combatants will be matched up. The first player to win 2 rounds will move onto the next rung. The loser will be moved to the losers bracket. If a player loses a match while in the losers bracket they will be eliminated from the tournament. This process continues until there is a finalist from each bracket. Once there are two bracket finalists, the two will fight it out to become the Tournament Champion. In order for the losers bracket finalist to become champ, he must win 2 matches. The finalist from the winners bracket needs to win just one match.

Single Elimination

Every combatant starts off in the same bracket. In order to advance a player must win 2 rounds of combat. If you lose a match, you are eliminated from the tournament.

Sudden Death

This is setup the same way as the Single Elimination tournament except only one round is fought, not one match. This is useful if there are a lot of players.

PLAYING THE TOURNAMENT



Selecting Your Combatant

The character you are going to fight with is selected by moving the cursor over the character and pressing any button.

Note: If Random is set to Yes, the character selection is skipped and the computer automatically selects a character for you.



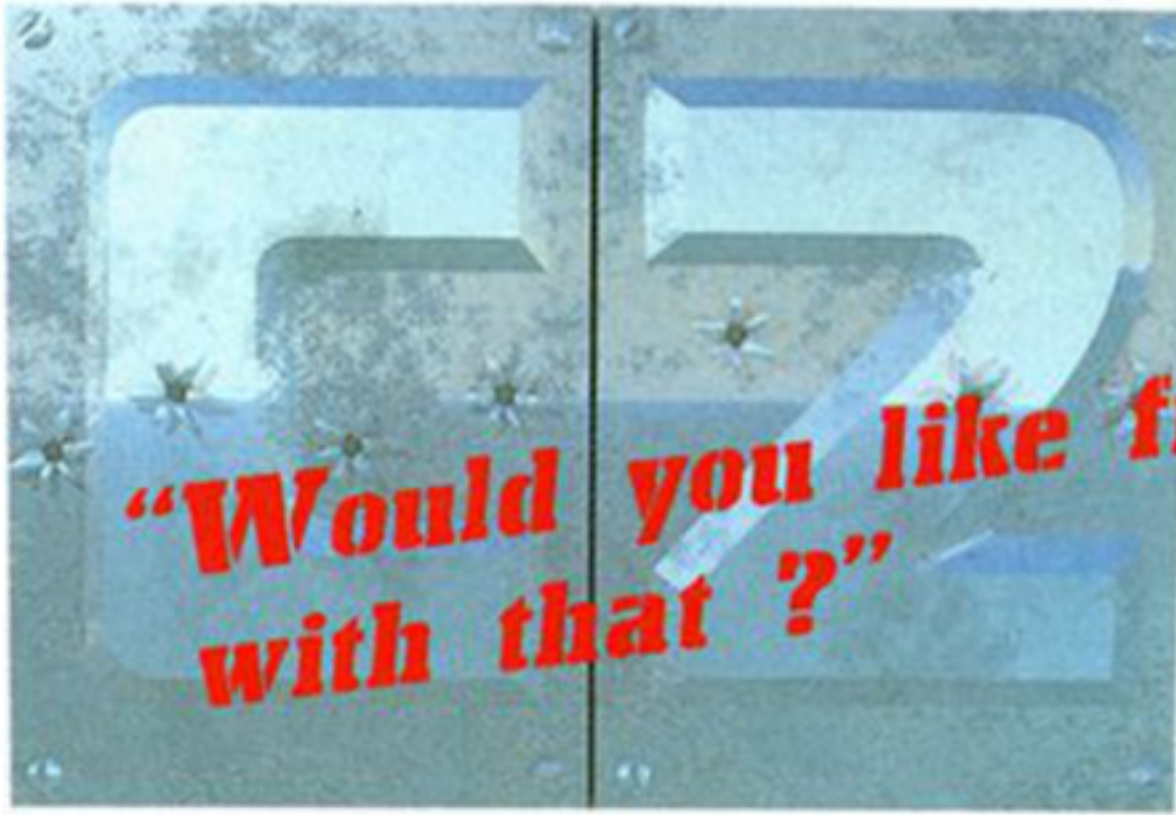
Tournament Chart

This chart shows the current standing of the fighters. Some fighters will be prominently highlighted to indicate that these are the combatants who will fight the next match. To begin the fight, press the START button.

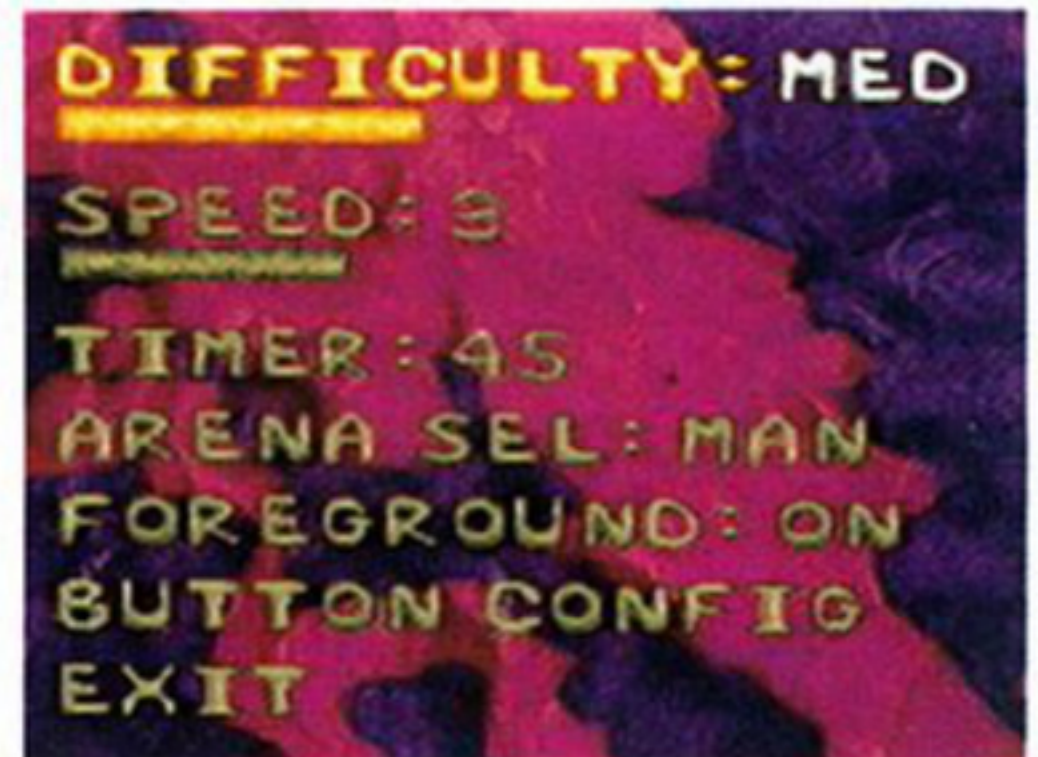
Tournament Winner

Once all the matches are played (based on the tournament type selected) the winners will be displayed. For Double Elimination there will be a 1st, 2nd and 3rd place winner. For the Single Elimination and Sudden Death tournaments, there will only be a 1st and 2nd place winner. Once all the winners have been displayed, press the START button to return to the tournament menu.

CHANGING OPTIONS



The option screen allows you to change a number of things about the game. This gives you greater control over the games features. To get to the Options screen, highlight OPTIONS and press START. Then move the control pad up and down to pick the aspect of the game you want to change. With the exception of the Button Configuration option (where you press START), you can change the highlighted option by moving the keypad left or right.



Difficulty

This allows you to make the one-player game more difficult. The lowest level might challenge you at first, but as you get better at timing your moves and defending against attacks you will need to change this (value) for a greater challenge. Only the greatest clay fighters™ are able to win on the harder difficulty settings.

Game Speed

If you wish to speed up play, you can use this option to turbo-charge the game. A value of one lets you play the game at a slower speed. To accelerate your clay fighters™ in the fray, choose an increasingly higher value up to a maximum of four. The game will default to a setting of three.

Time Limit

You can either have a round last for a specified amount of time or make the time limit infinite. When the time limit is infinite, the round will last until one of the clay fighters falls.

Arena Select

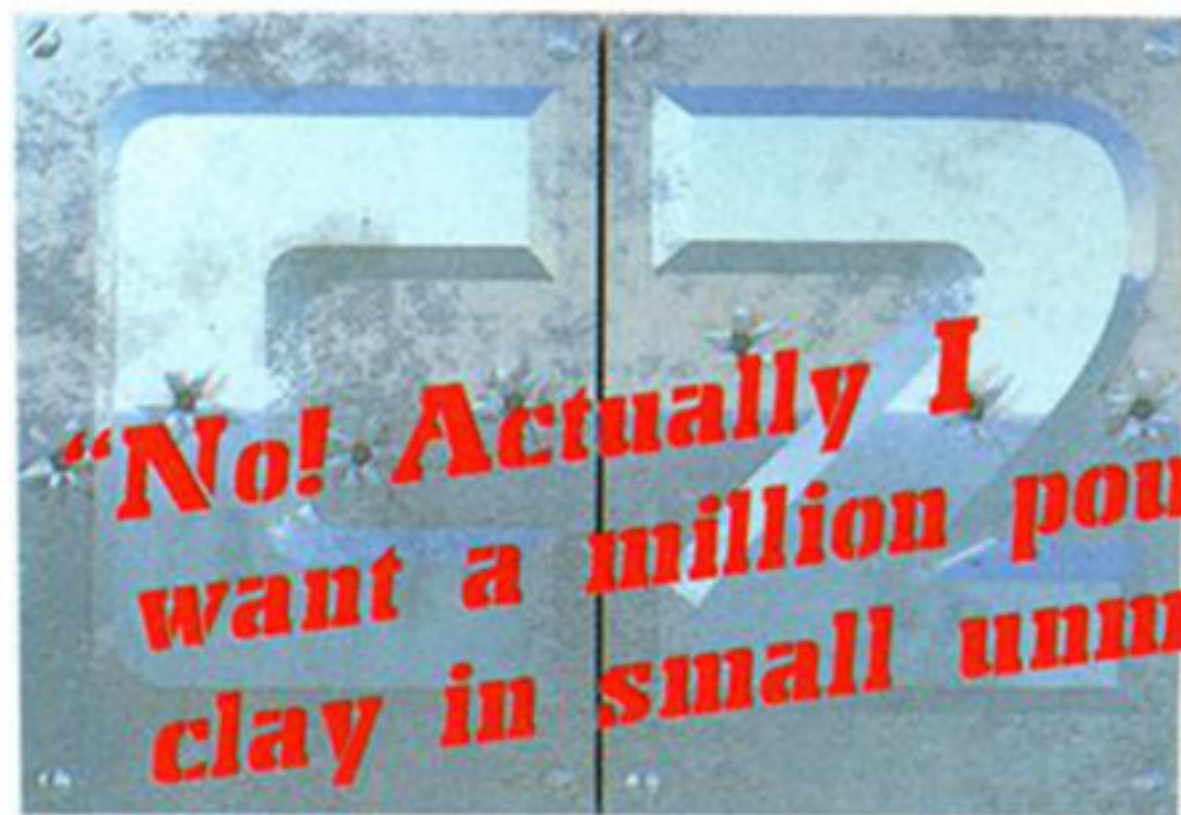
Now for the ARENA selection. The Arena Selection controls how the arenas are selected, either Sequential (one after the other), Random or Manual. To toggle between the three modes highlight the ARENA option and move your keypad left or right.

Foreground

This controls the front plane of the arenas. If you want a clearer view of the fighting arena set this option to OFF.

Button Configuration

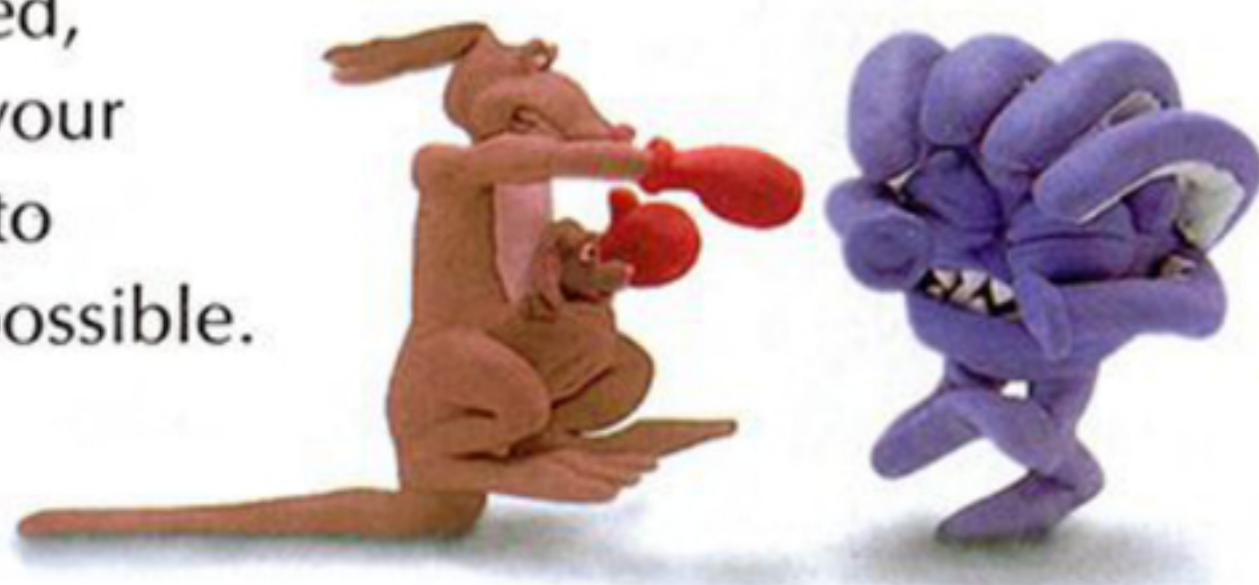
Pressing START at this option brings you to a button configuration screen. This option allows a player to change the button arrangement on the controller. Move the highlight down to the button you would like to reassign and then press the button which you would like it to become. The buttons will now switch. For example, if you change the Jab Punch Button to Button A on the controller, the Medium Punch will now be located at Button B. To return to the Option Menu, press the START or SELECT button.



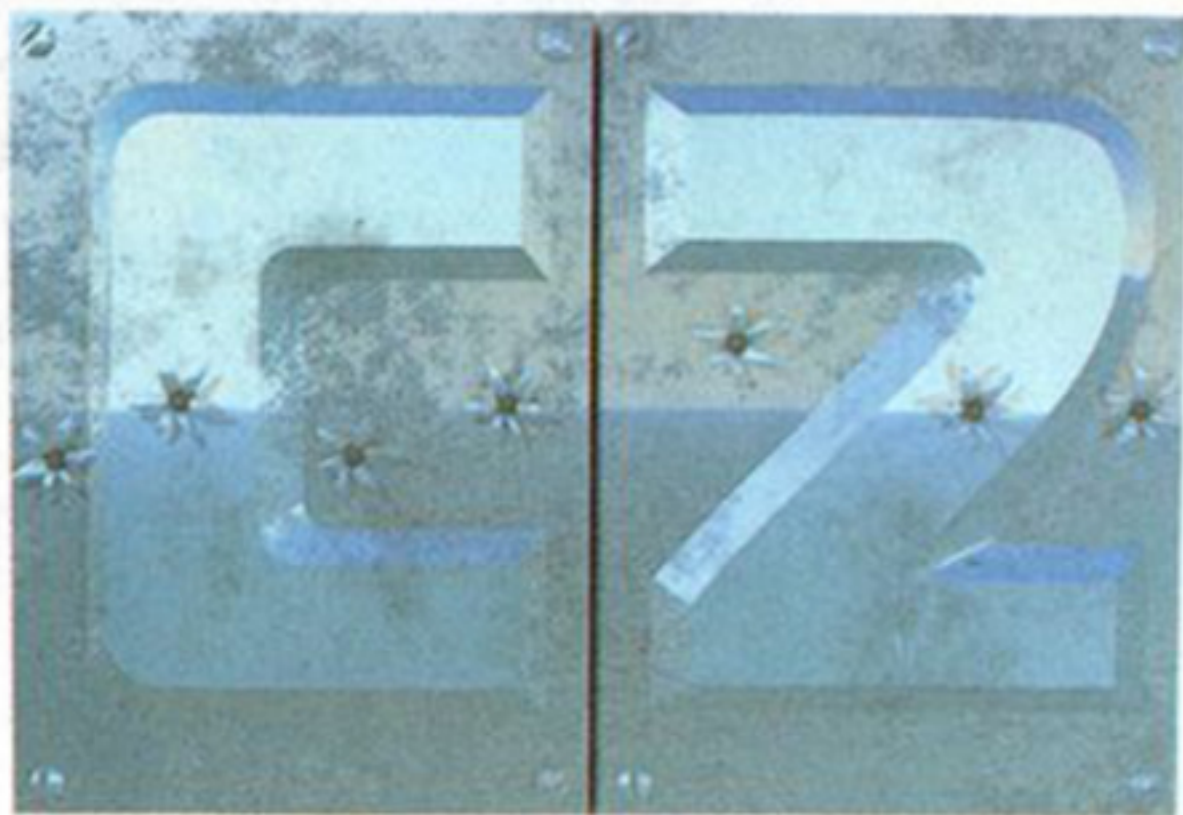
SO YOU WANNA
BE A
CLAY FIGHTER™,
HUH?

Hints at playing the game.

- 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) Special moves can be blocked, 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.



THE NEW CREW

Bad Mr. Frosty™

Bad Mr. Frosty just finished doing a long stretch on a maximum security iceberg for his assault on a Mr. S. Clauz. The experience didn't put a song in his heart. In fact, it turned him into the coldest, meanest thing on two frozen feet.

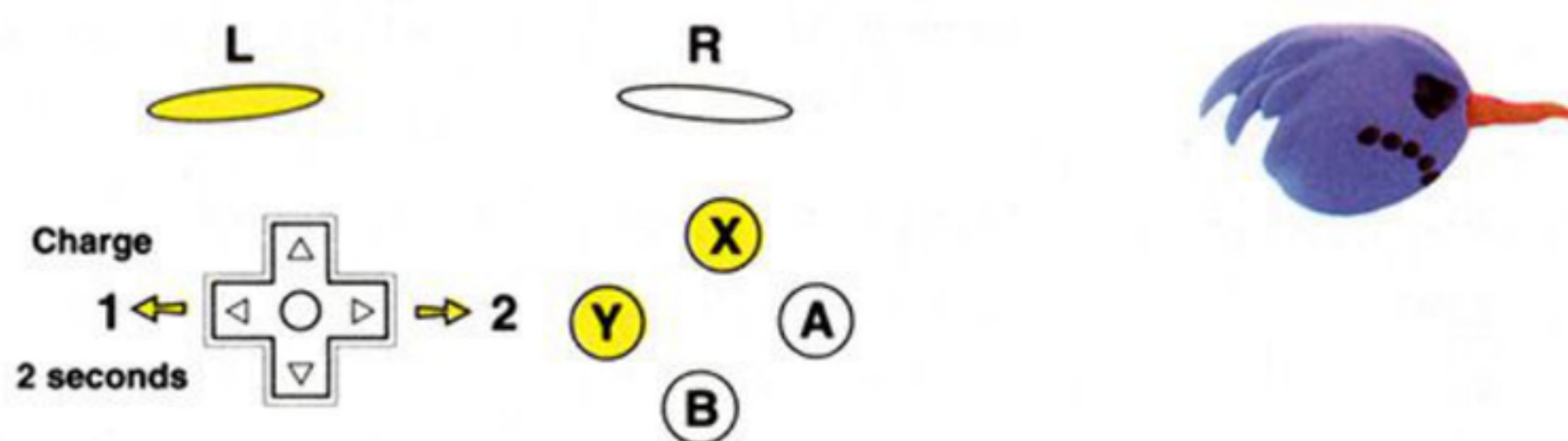
Now he's taking it out on the world... OK, the greater metropolitan area of Mudville.

Once a mild mannered snowman, this devious spawn of winter lives for the icy cold of the far north. The good manners of snowmen no longer mean anything to Bad Mr. Frosty. Just get in his way, and he'll knock you over. He believes in the cold of winter and little else.



Special Moves

Snow Ball: Summoning a gust of Arctic wind and rolling himself into a ball, Frosty can snowball towards another clay fighter™. To make him do this, 1) press away in the defense position, hold it in the away position for 2 seconds, and then 2) press forward. As soon as you press forward, press a punch button. The type of punch used will affect the speed of the snowball.



Hoppy™ “The Battle Bunny”

Hoppy is Mudville’s answer to the one man army.

Hoppy feels he is the strongest clay fighter™ in all of Mudville.

After training for fifteen hours a day using a highly sophisticated technique to get rapid muscle

response — he talks to his muscles! The

once innocent field bunny, is now one mean hombre. Hoppy’s training usually involves talking to his muscles on an individual basis. It was once believed he had a special relationship with his left biceps. But that was completely wrong. It was his right biceps. When Hoppy is pressed for time, he usually talks to his muscles in groups and hopes for the best.

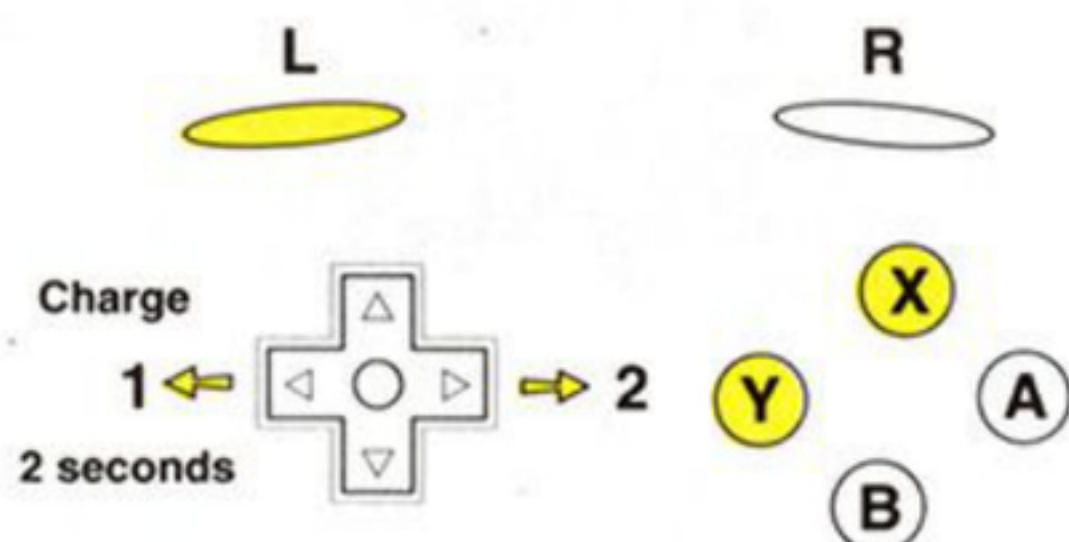
Just back from a grueling battle with the neighbor’s gardener, Hoppy is raring to strut his stuff.



Special Moves

Spinning Carrot: Hoppy has found a real use for his carrots besides food, he uses them as weapons! He knocks it with his head to send it spinning towards his opponent. This is performed by 1) charging away for 2 seconds, and then 2) pressing forward. As soon as you press forward also press one of the punch buttons.

The speed is determined by the type of punch button you pressed.



Goo Goo™

Goo Goo's first words were censored. So were almost all the rest of his words. Nobody knows where his foul mouth came from, but there's a strong belief it had something to do with spending most of his free time (well all of it) at the local pool hall.

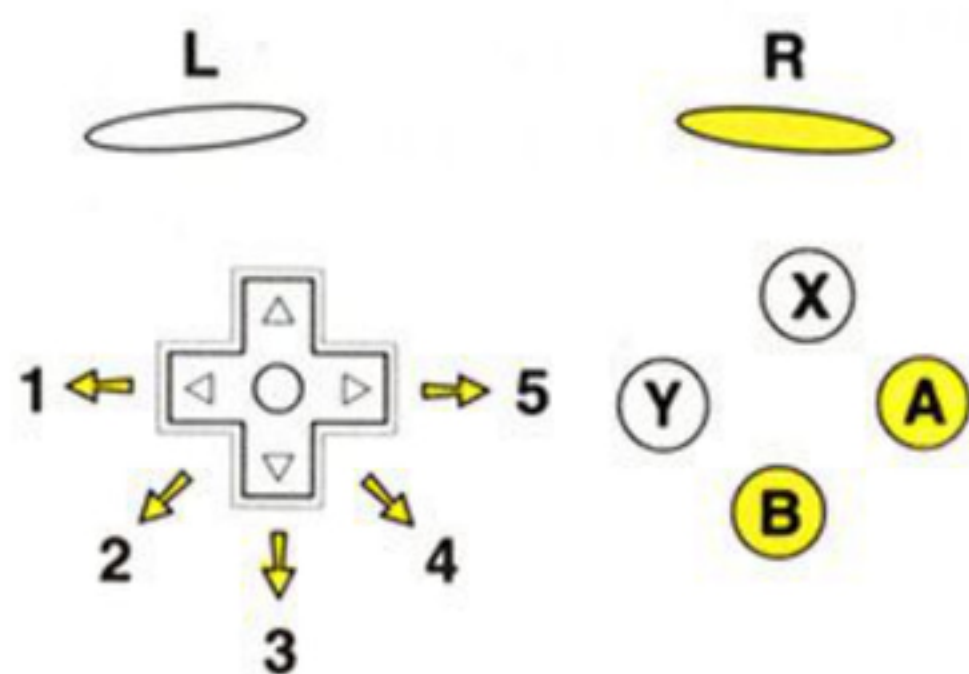
Besides shooting a mean game of pool, Goo Goo loves milk and women, not necessarily in that order. Just ask his ex pre-school teacher. She didn't want to expel him, but what would you do if a toddler kept inviting you back to his playpen for a nightcap?



Special Moves

Ram Butt: This baby loves to crawl and ram into things like tables, chairs and other people. To activate this move, 1) Press away in the defense position, 2) Press down and away, 3) Press downwards in the crouch position, 4) Press down and towards, and finally 5) Press forward. Once hitting the forward position press one of the punch buttons.

The kicks that you use will affect the distance Goo Goo crawls.



The Blob™

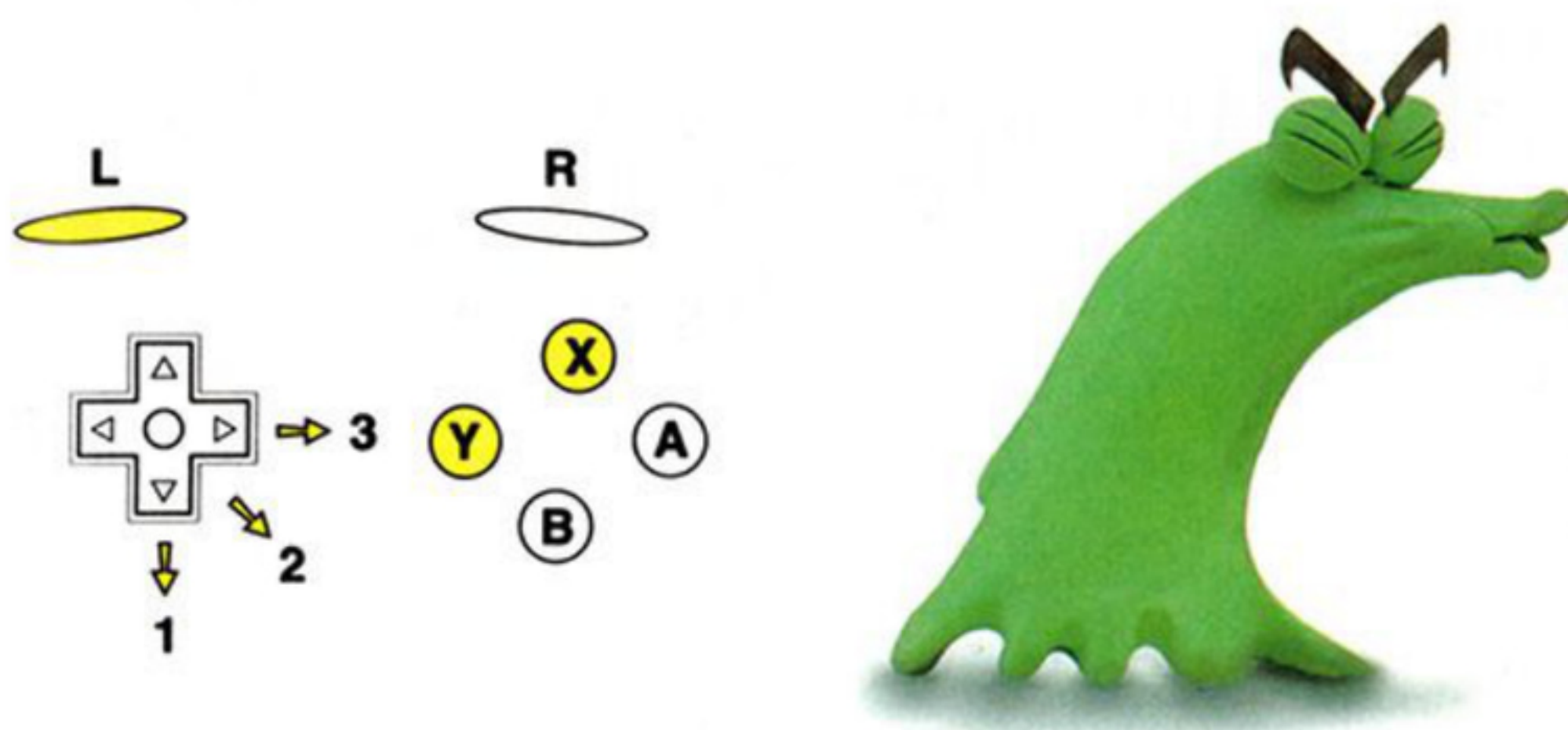
The story of Blob is known all throughout Mudville. Once an outcast, Blob became one of the most feared clay fighters™ ever to schlock clay. Blob has spent his time off from the clay fighter Circus perfecting his now deadly, new and improved Goojitsu. Blob is back and ready to show all of Mudville that he is the greatest mold of all time.



Special Attacks

Spit: Blob can sometimes be disgusting. This move shows this because he hocks a loogie towards his opponent. You can have The Blob attack in this manner by 1) Pressing downwards into the crouching position, 2) Pressing down-towards into an offensive crouch, and then 3) Pressing towards. As you finish the control pad movements press any of the punch buttons.

The punch that you use will determine how strong he spits.



Kangoo™

Kangoo is sweet, humble and extremely dangerous. She'll typically pound an opponent to pudding, then whip out a first-aid kit and begin repairs. This has a strange way of making matters worse. Of course, it would help if Kangoo left her eyes open, but she can't stand the sight of spilled clay. Let's face it.

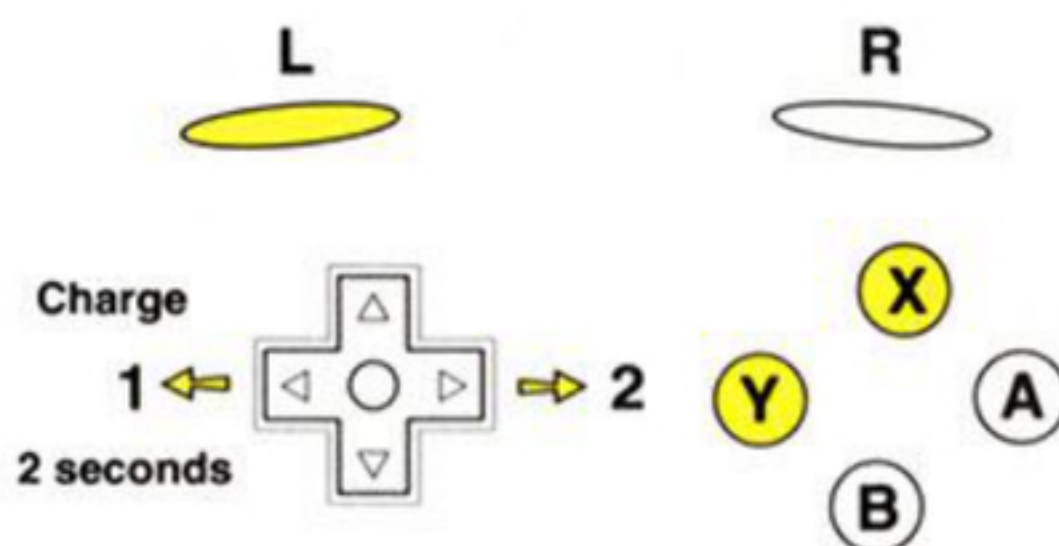
Kangoo is just too nice. The minute she gets the best of an opponent, her conscience gets the best of her.

Kangoo tried to quit fighting once but her fans kicked and screamed. At first she thought it was another reaction to the snack bar food. Then she realized the truth—her fans were going to thrash her if she didn't reconsider. She did.



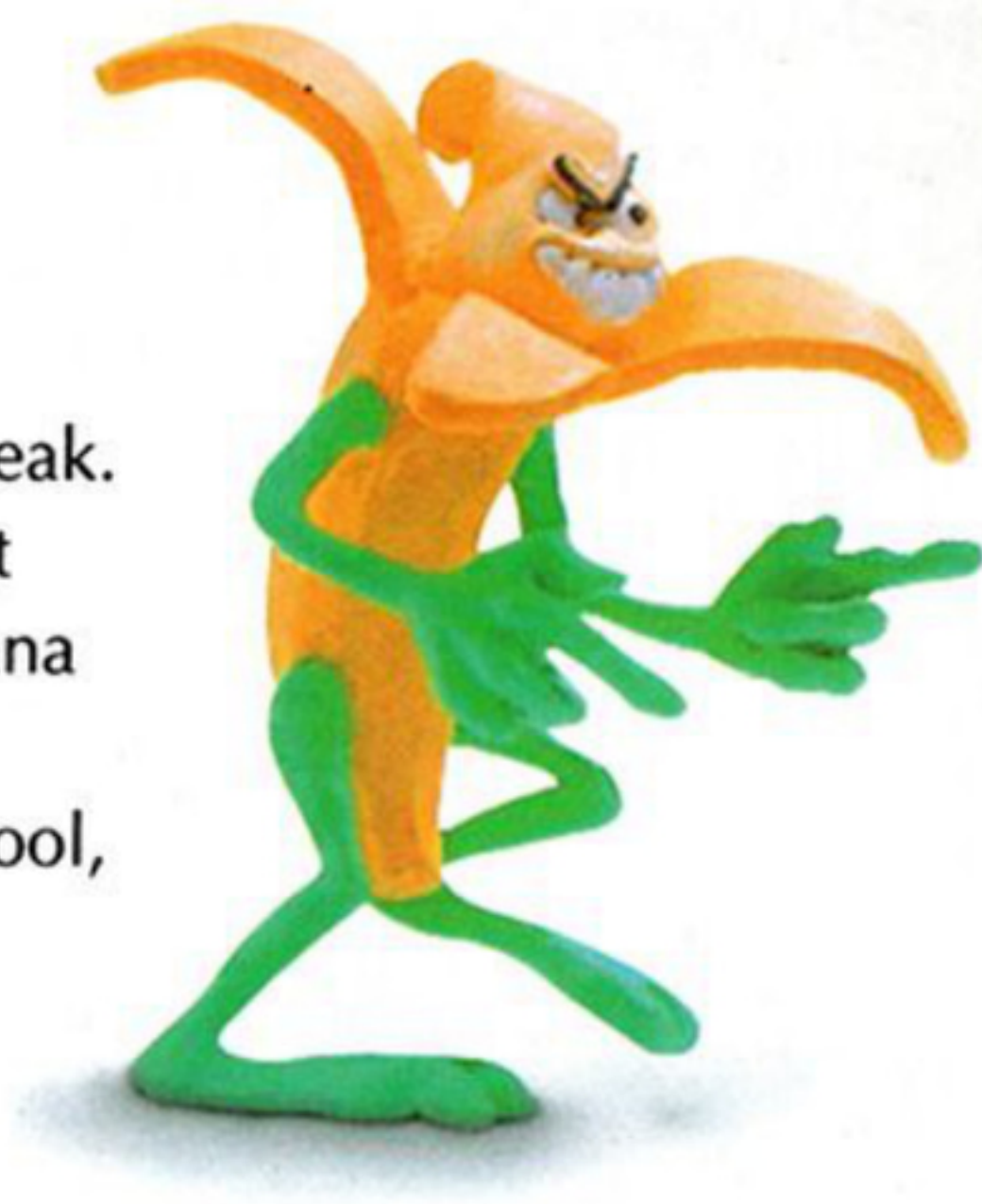
Special Moves

Dashing Punches: Using her mighty tail she dashes forward towards the opponent and gives them a one/two maneuver. To use this powerful move, you will need to follow the steps in the diagram in order: 1) Press backwards into the away position, hold this position for 2 seconds then 2) Press towards into the forward position. As you press towards, press one of the punch buttons. The punch that you use will affect the distance which Kangoo runs.



Nana Man™

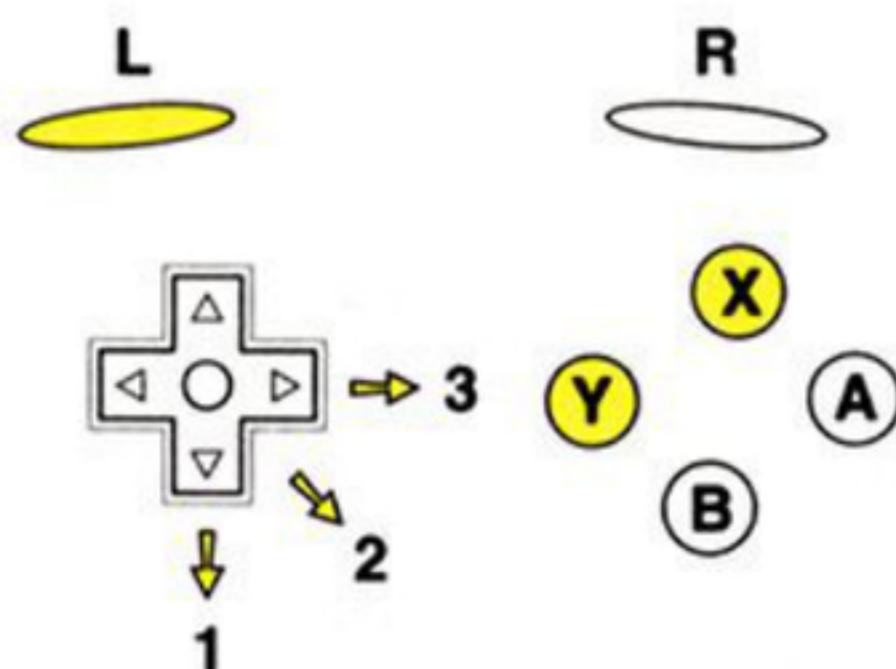
Dig it, mon. Nana Man is a cool, laid back dude who speaks with a genuine Jamaican accent. That is, when he can get up the energy to speak. You see, he likes kicking back almost as much as he likes kicking butt. Nana Man can usually be found lounging under a blazing sun, sipping a tall, cool, icy Mudarita. But when the sun goes down, his thoughts turn to something completely new... kicking back under the moon.



Actually, Nana Man does occasionally experience flashes of get-up-and-go. And where he's going is usually to get another tall, cool, icy Mudarita.

Special Moves

Banana Slice: He loves giving other people a taste of banana. So he slices a part of himself and throws it towards the opponent. 1) Press downwards into the crouch, then 2) Press down and towards into an offensive crouch, and end by 3) Pressing towards in the forward position as you press a punch button.



Octo™

To say Octo is hyper would be like saying The Blob Monster is big. The guy has enough energy to light the island of Manhattan. And what does he do with all his energy?

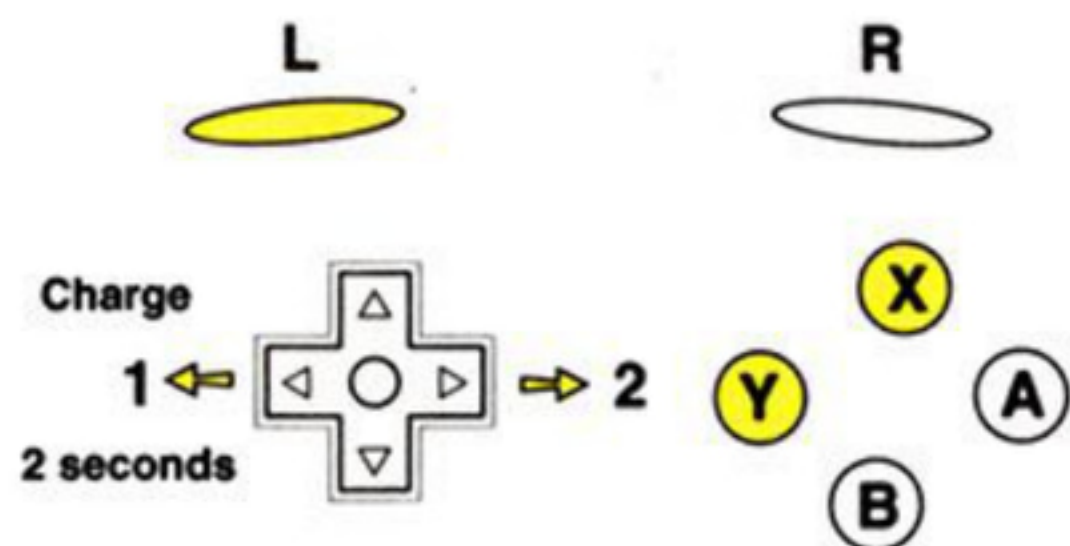
Paaaaaarty! No doubt about it, Octo is the original party animal! Just give him a special occasion, and he's out there cutting loose with the best of

'em. Only thing is, almost any occasion will do. The sun came out today? "Let's party!" Octo has since turned his energy towards combat training, and with all those tentacles, and all that energy, Octo is a force to be reckoned with.



Special Moves

Cartwheel: Octo has found a nice use for his arms and legs—it makes cartwheels so easy. 1) Press backwards in the defense position, 2) Hold the control pad there for a couple of seconds, and then 3) Press forward as you push one of the punch buttons to start him spinning towards his opponent.



Tiny™

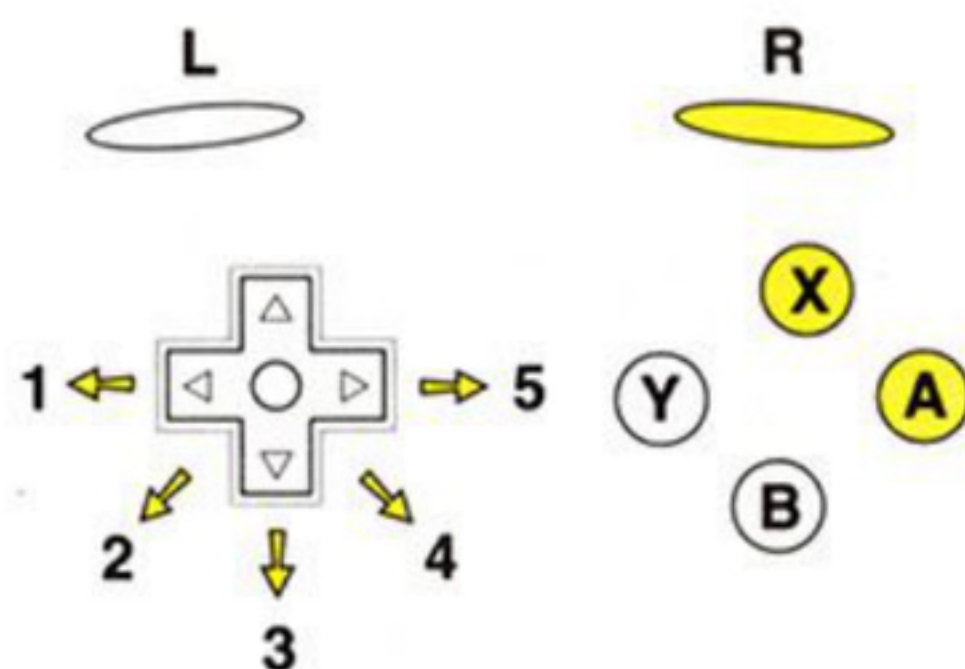
The buffest of the clay fighters™, Tiny works out whenever he isn't pounding the clay out of the other players.

Tiny proved his dominance by smashing the cheezy N. Boss at the clay fighter Circus. Now president of the WCWA (World Clay Wrestling Association), he truly loves to wrestle and fight. So much so that he destroyed all of his wrestling opponents. Proud of his physique, Tiny will smash anyone who laughs at him. Tiny has returned in search of new competition, and his clay has never gleamed so good.



Special Moves

Medicine Ball: Tiny is able to roll himself into a ball and launch himself at any opponent. When the ball hits another clay fighter it will inflict a great deal of damage. Be careful, Tiny is vulnerable while rolled into a ball and can be hurt. The Medicine Ball is performed by 1) Pressing away in the defense position and holding away for 2 seconds, and then 2) Pressing forward. Press one of the punch buttons as the control pad is moved into the forward position. The type of punch used will affect the speed of the Medicine Ball.



CREDITS

THE MAN:

Brian Fargo

EXECUTIVE CHEESE:

Alan Pavlish

PRODUCER:

Jeremy Airey

PROGRAMMING:

Eric Hart

DESIGNER:

Rodney Relosa

PROGRAMMING ASST:

Brian Hendley

CHARACTER SCRIPTING:

Rodney Relosa, Jeremy Airey

ALTER EGO'S:

Jeremy Airey

GAME DESIGN:

Jeremy Airey, Rodney Relosa, Eric Hart

ARTISTS:

Cheryl Austin, Julian Ridley, Stephen Beam,
Brian Giberson

INTERPLAY CLAY GURU:

Brian Giberson

CLAY BACKGROUNDS:

Brian Giberson, Cheryl Austin, Eddie Rainwater

CLAYMODELS & ANIMATIONS

Animation & Effects

CHARACTER CONCEPT DESIGN:

Octo, Nana Man & Hoppy by
Danger Productions

CHARACTER CONCEPT DESIGN:

Goo Goo & Kangoo by
Interplay Productions & Danger Productions

ADDITIONAL MODELS AND ANIMATION:

Brian Giberson, Cheryl Austin

INTERCLAY LIGHT AND MAGIC:

Jeremy Airey, Rodney Relosa, Brian Giberson

CELL ANIMATORS:

Bonita Uersh, Robert Hughs,
Chris Sonnenberg, Mike Webster

VOCAL DIRECTORS:

Charles Deenen, Michael McConnohie

VOCALS:

Michael McConnohie, Steve Kramer,
Michael Sorich, Joyce Kurtz, Terrence Stone,
Richard Epcar

VOCAL PROCESSING:

Ron Valdez

SOUND FX:

Larry Peacock, Charles Deenen

GENERAL SOUND FX &**VOICE COORDINATION:**

Brian Luzietti, Charles Deenen

SMSG SOUND DRIVER

Jason Anderson, John Schappert

MUSIC:

Ken Allen, Gregory R. Allen

DIRECTOR OF QUALITY ASSURANCE:

Kirk "KOIK" Tome

LEAD TESTER:

Scott McKelvey

Q/A TECHNICIANS:

Robert Rooke, Brian Rollason, Vun Renich,
Chris Benson, McKay Stewart, Jeff Woods,
Amy Mitchell, Reginald Arnedo, Jim Boone,
Jason Suinn, Blue Suede Goo, Bonker, Taffy,
Helga, and Ickybod Clay

MANUAL WRITTEN BY:

Rodney Relosa, Jeremy Airey, and Tony Marino

MANUAL DESIGN AND LAYOUT:

Ulises Gerardo

COVER SCULPTURE:

Brian Giberson

COVER ART PYROTECHNICS:

Rick Thrasher, Brian Giberson

EXTRA SPECIAL THANKS:

To my beautiful daughter Sharon Renee Airey
To Brian Fargo, Michael Quarles, and
Alan Pavlish for believing in me
To Vun Renich for pushing me just a little
bit further

SPECIAL THANKS:

To all those that wrote in response to
Clay fighter 1.
To 24 hour fastfood chains.
To all those cool marketing people I'm
surrounded by.
To my good neighbor Weez who finally got
a trash can.
Well I guess that's it. I hope you stay up
playing this game as much as I stayed up
making it. This concludes the Clay fighter
manual, and wraps up my third year here at Interplay.
Now about that vacation?

Enjoy!

Jeremy Airey "The Clayman"

LIMITED WARRANTY

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original consumer purchaser that this Game Pak will be free from defects in material and workmanship for 90 days from the date of purchase. If the Game Pak 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 date of purchase. This warranty is limited to the Game Pak originally provided by Interplay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. 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 of 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.

Lifetime Warranty

If the Game Pak should fail after the original 90-day warranty period has expired, you may return the Game Pak to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Game Pak (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Game Paks are not available the defective Pak will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back-up in any Game Pak can only be warranted for a period of one year from date of purchase.*

If you have a problem with your Game Pak, you may wish to call us first at (714) 553-6678. If your Game Pak is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Game Pak with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

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

Copyright 1994. Interplay Productions. All rights reserved. Clay Fighter 2: Judgment Clay, ClayFighter, Interplay and all character names are trademarks of Interplay Productions.



17922 FITCH AVENUE, IRVINE, CA 92714

PRINTED IN JAPAN