

Clay Fighter 63 1/3 FAQ/Move List

by ICEOUT0002

Updated to v6.02 on Apr 13, 1998

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FAQ Version 6.02[04.13.98]maintained by C.Grey
(Stage Breakthrough Chart by Ricky and Kevin Duval)

Latest Version Available At:

<http://members.aol.com/iceout0002/n64clay.txt>
<http://www.gamefaqs.com>
<http://faqs.simplenet.com>

What's New:

- *Site change listed above
- *K.Pow's "enders"
- *EWJ's "Eat Dirt!" trick
- *Updated Rumors/Info about SC
- *Minor editing/corrections

TOTAL # OF CONFIRMED CLAYTALITIES: 50

- 1) Legend
- 2) Universal Moves/Throw Chart
- 3) Cheats/Options
- 4) Claytalities
- 5) Overheads
- 6) Combo System
- 7) Frosty
- 8) Blob
- 9) Ickybod Clay
- 10) Bonker
- 11) Houngan
- 12) Kung Pow
- 13) Earthworm Jim
- 14) Taffy
- 15) T.Hoppy
- 16) Sumo Santa
- 17) Dr. Kiln
- 18) Booger Man
- 19) Glitches
- 20) Rumors
- 21) Stage Information
- 22) Credits

1) LEGEND

[L]Left Button
[R]Right Button
[1]B Button(Weak Punch)
[2]C-Left(Fair Punch)
[3]C-Up(Brutal Punch)
[4]A Button(Weak Kick)
[5]C-Down(Fair Kick)
[6]C-Right(Brutal Kick)

UB U UF
B * F- joypad
DB D DF

QCF=[D,DF,F]
QCB=[D,DB,B]
HCF=[B,DB,D,DF,F]
HCB=[F,DF,D,DB,B]
FDF=[F,D,DF]
BDB=[B,D,DB]
DD=[D,D]

C=hold that direction
P=any punch
K=any kick

cl=close
sw=sweep distance
fs=full screen

2) UNIVERSAL MOVES

[L]sidestep away from screen
[R]sidestep towards screen
[B+L+R]back dash
[F+L+R]forward dash
[F,DF,D+P or K during combo]combo linker
[QCF or QCB+any button]Insane Combo
[L+R+button]Taunt(different for each character)
[F,hold F]Run
[DB+3]knockout for EWJ,Taffy,Blob,Houngan,Sumo Santa,B.Man,
[DB+6]knockout for Frosty/Kung Pow
[F+button when close]Throws/Holds(SEE CHART)
[B]block- both ground and air

THROW/HOLD CHART:

Frosty	Icky	Taffy	Hoppy	H'gan	Blob
-HT	--T	---	--T	--T	-TT
---	-TH	HHH	---	-TH	---
KPow	EWJim	Bonker	Santa	DrKiln	B.Man
-TT	-TT	-TT	--H	--T	-HT
---	---	---	--T	---	---

3) CHEATS/OPTIONS

SECRETS(done at select screen)
Dr. Kiln [(Hold L)1,2,3,6,5,4]
Sumo Santa [(Hold L)6,5,4,1,2,3]
Boogerman [(Hold L)and on joypad Up,Right,Down,Left,Right,Left]
Secret Options[(Hold L)3,6,2,5,1,4](then 1 to exit)

(Display)

HEALTH/STUN/SUPER Bars/CHARACTER PICTURES

(Secret Options)

CHOOSE BACKGROUND(1 PLAYER)

BODY SIZE(tiny,regular,or GIANT)

VOICE(high-pitched,regular,or very deep)

CLAYTALITY TIMER

Character Select[4 or Start for color #1][5 for color #2][1 to exit]

Cancel Selection[1 right after selecting]

Random Selection[L+R]

Stage Select

[2 or 3]Go to next

[5 or 6]Previous

[4 or Start]Choose that stage

4)OVERHEADS

Straight from SF3, these are short hopping attacks that hit ducking opponents.

5)CLAYTALITIES

These are the "FINISHERS" of the game. When you drain their second bar, they will fall down and say something like "Your mother was a claymate!" (T.Hoppy). This is you cue to attempt the Claytality. Do the movements from the right distance. I've tried to confirm the exact 100% reliable motions for the Claytalities listed.

6)COMBO SYSTEM

CF 63.33's combo system spoofs the (in)famous KI engine. This consists of Starters, Autos, Linkers, and Enders.

AUTOS are 2 or 3 hit attacks that use one button.

Starter/Auto

3/6>2/5

2/5>1/4

1/4>3/6

LINKERS are special hits that are done as F,DF,D+any button in a combo. Each fighter has one punch and one kick linker.

AUTOS and LINKERS can be escaped with your character's COMBO BREAKER.

COMBO BREAKERS can be used to break auto-buttons and linkers.

If youdo it at the right time, you will break out and knock your opponent down and do a little damage.

ENDERS are automatic multi-hitting attacks that finish the combo by doing a certain motion in a combo. Most have one for punch and another for kick.

SUPERS require one blue block of energy to be lit. These are powerful moves that do a lot of hits or a lot of damage.

INSANE COMBOS are 100+ hit finishing combos that are done by QCF or QCB+any button when their lifebar is red. Everyone has three different Insane Combos, the first can be selected with the 1/4 buttons, the second with 2/5, the third with 3/6.

7)FROSTY

Snow Ball [CB,F+P]

Pick Axe [QCF+P]

Ice Smash [QCB+P]
SnowBlower [CB,F+K]
Blizzard Kick [FDF+K]
Foot Stamp [B+6]
Overhead [DD+P]
"Call me Daddy" [L+R+4]
Hat Taunt [L+R+1]

ENDERS [QCB+P] [FDF+5 or 6]

(11) CB, F+6, 5, F, DF, D+5, 4, QCB+P

SUPER

Blizzard Combo [QCF, QCF+K]
Spin Kicks [HCB, F+K]
Frozen Frenzy [QCB, HCF+K]

FINISH

Ice Smash [D, B, D, B] (cl)
Torso Kick [F, D, B, B] (cl)
Kick off Island [D, D, R+L] (cl)
Hat Trick [R, B, D, D, F] or [Hold R, D, D, F] (cl)
SnoCone Squeeze [B, D, D, F, L] (cl)

8) BLOB

Buzzsaw [CB, F+P]
Cannon Shot [QCB+P]
Multi Punch [BDB+P]
Glove [FDF+P]
Airplane Dive [HCB+K]
Hammer Charge [CB, F+K]
Car Dash [F, hold F]
Chomp [DD+3]
ComboBreaker [FDF+P]
Muscle Flex [L+R+4]
Flag [L+R+5]

ENDERS [QCB+P] [FDF+K]

(4) CB, 6, F+6, 6

(8) CB, F+6, 5, FDF+5

SUPER

Charge Punches [QCF, QCF+P]
Leaping Axe [QCB, QCB+P]
Spinning Axe [QCB, QCB+K]

FINISH

Eat [D, D, D, L] (cl)
Inflate [D, D, F, F, D] (sw)
Ear Chomp [L, D, D, F, R] (cl)
Hammer [QCF+R] (cl)
Bomb [B, D, F, R] (cl)
Clay Smash [L, R, D, D] (cl)
TankAttack [D, D, B, F, 3] (fs)

9) ICKYBOD CLAY

Head Throw [QCF+P]
Bats [BDB+P] (angle determined by button)
Spinwheel [CB, F+P]

Upward Wheel [HCB+2]
Uppercut [FDF+P]
Teleport [FDF+K]
Ghost Charge [CB,F+K] (also in air- angle determined by period in jump.)
Crazy Combo [HCF+5]
Overhead [DD+3]
ComboBreaker [CB,F+K]
Scare Taunt [L+R+1]

ENDERS [QCF+P] [QCF+K]

(3) Throw with F+5, jump 5, FDF+3
(6) 5, HCF+5
(10) (corner only) QCF, QCF+K, 6, 6
(11) Jump 6, 6, QCF, QCF+6

SUPER

Frightmare [QCF, QCF+K]
Teleport Combo [F, F, B, B+K]
Invisible Throw [QCB, QCB+1] (cl)

FINISH

Vortex Spin [HCF+L] (1/2 screen)
Let's Party [D, D, F, B+R] (1/2 screen)

10) BONKER

Cat [QCF+P]
FerrisWheel [QCF+K]
Spin Kick [QCB+K]
Charge [CB, F+P]
Flip Kick [CB, F+K]
Mallet [DD+P]
Taunt [L+R+4]

(9) CB, F+6, 5, QCF, QCF+K

SUPER

Animals [QCF, QCF+P]
Cartwheel Kicks [QCF, QCF+K]
Upward SpinKicks [QCB, QCB+K]

FINISH

Head Butt [F, F, F] (cl)
Cannon [D, D, D, D] (sw)
Exploding Barrel [F, D, F] (sw)
Seesaw Launch [F, B, B, F] (cl)

11) HOUNGAN

Chicken Toss [QCF+P]
Crawl [B, F+P]
Running Smash [CB, F+K]
Glide [QCB+K] (also during jump)
Floating Kicks [FDF+K]
Air Dive [DD+K during jump]
Overhead [DD+3]
Combo Breaker [FDF+K]
Head Spin Taunt [L+R+1]
Boasting Taunt [L+R+4]

ENDERS [QCF+P] [QCF+K]

(10) CB, F+6, 5, QCF+P

SUPER

Chicken Attack [QCF, QCF+P]

Ground Spin [QCB, QCB+K]

Hands [HCB+P]

FINISH

Harden/Dissolve [D, D, D+L] (sw)

Voodoo Doll [B, D, F+L] (1/2 screen)

Chicken [D, DF, F, DF, D] (sw)

Giant Hands [D, D, F, B+R] (sw)

12) KUNG POW

Monkey [QCF+P]

Pan Smash [CB, F+P]

Palm Strike [QCB+P]

Side Kicks [QCF+K]

Uppercut Kick [FDF+K]

Dash Kick [CB, F+K]

Crawl Away [HCB+K]

Dive Kick [D+6 during jump]

Illusion Kick [F+6]

Overhead [DD+P]

Combo Breaker [FDF+K]

Super Taunt [L+R+4]

(5) Jump 1, 1, 1, 1, FDF+4

(6) CB, F+6, 5, HCF+5, jump+5, FDF+5 *NEW*

(29) CB, F+6, 5, F, DF, D+6, QCB, QCB+6

ENDERS [BDB+P] [HCF+K] (they only hit once though) *NEW*

SUPER

Kick Combo [QCF, QCF+K]

KickCopter [QCB, QCB+K]

Air Knives [QCF, QCF+P during jump]

FINISH

Chop Socky [D, D, F, F] (cl)

100 foot stomp [D, D, D] (sw)

Clay Chop [F, F, F] (sw)

Pan Catch [F, D, B, D] (1/2 screen)

13) EARTHWORM JIM

Dash Punch [CB, F+P]

Uppercut [FDF+P]

LaserShot [QCF+P]

Air Dive [QCF+K]

Roll [DD+K]

Nut Punch [DF+3]

Overhead [DD+P]

Verbal Taunt [L+R+K] (different for each kick)

"Eat Dirt!" [Hold D when doing jump UB/UF+6] *NEW*

ENDERS [FDF+2 or 3] [BDB+5 or 6]

(8) CB, F+3, 5, FDF+3

SUPER

LaserShot [QCF,QCF+P]

Air Combo [QCB,QCB+P]

Uppercuts [QCF,QCF+K]

Worm Bash [QCB,QCB+K]

FINISH

Uppercut [B,D,F,R] (cl)

Cow Drop [D,D,D,L+R] (1/2 screen)

Head Inflate [D,F,B,B,L] (cl)

Knock Off Island [D,D,B,B,F,F,R] (cl)

Squish [B,F,F,F,R] (cl)

14) TAFFY

Low Gunball [QCF+P]

Taffy Twister [QCB+P] (also in air)

Roll [CB,F+P]

SpinWheel [CB,F+K]

High Gunball [HCB+K] (angle depends on button)

Push Kick [DF+6]

Back Toss [B+P] (cl)

Overhead Chop [DD+2]

Combo Breaker [QCB+P]

Belly Grab Taunt [L+R+P] (button determines speed)

ENDERS [QCF+P] [QCF+K]

(4) Jump+6 out of air-land-QCB+3

(5) F+K Hold,D+4

(7) CB,F+6,5,QCF+K

SUPER

SuperTwister [QCB,QCB+P]

Kick Combo [D,D,B,B+K]

Machine Gun [Hold P then K]

FINISH

Taffy Twins [QCF+R] (cl)

Roll Over [L,R,L,R] (fs)

Gumball [D,D,F,F,R] (sw)

Gumball Toss/Shoot [B,F,B,F] (sw)

15) T.HOPPY

JackRabbit [FDF+P]

DashPunch [CB,F+P]

ShockArm [HCF+2] (throws when done close)

Buddy Bash [F,F+1 or 4]

Power Slam [QCF+5 or 6] (cl)

Hydraulic Kick [BDB+K]

Stomp [CD,F+K]

Hop Punch [DD+3]

ComboBreaker [FDF+P]

Taunt [L+R+4]

ENDERS [QCF+P] [QCF+K]

(4) 4,4,F,F+4

(4) Jump 6,6 (cancel 2nd hit),QCF,QCF+6,dash,FDF+3

(8) HCF+2,1,QCF+P

(8) CB,F+6,5,QCF+K

(9) Jump 6, 6, QCF, QCF+P

SUPER

Uppercut Super [QCF, QCF+P]

Tracers [QCB, QCB+P]

Rabbit Punch [QCF, QCF+K] (cl)

FINISH

Stomp [F, F, F, F] (cl)

Magic Trick [B, B, F, F, R] (sw)

Carrot [F, D, B, L] (cl)

16) SUMO SANTA

Cringle Crush [B, F+P]

Belly Launcher [FDF+P]

Gift Toss [QCF+P]

Rolling Chest Thump [HCB+K]

Rolling Kick [CB, F+K]

Splash [CD, F+P]

Cane Pain [DD+3]

Verbal Taunt [L+R+4]

ENDERS [QCF+P] [QCF+K]

(8) Hold B, F+6, 5, QCF+K

(12) Jump 2, 2, QCF, QCF+3

SUPER

Belly Thumping [QCF, QCF+P]

Bike Kick [QCF, QCF+K]

Super Stomping [B, B, F, F+K]

FINISH

Twins [B, B, F, B] (sw)

Atomic Drop [D, D, D, R] (sw)

17) DR. KILN

Head Rush [B, F+P]

Flame [QCF+P]

Gunshots [FDF+P]

Slide [QCF+K]

Spin Kick [CB, F+K]

Hop Kick [DD+K]

Combo Breaker [FDF+P]

Boasting Taunt [L+R+4]

(4) QCF, QCF+P, 1 (corner only)

(11) CB, F+3, 5, F, DF, D+3, QCF, QCF+3

(15) CB, F+6, 5, F, DF, D+6, QCF, QCF+6

SUPER

Gun Blast [QCF, QCF+P]

Slide Combo [QCF, QCF+K]

FINISH

Torso Chop [F, F, F] (cl)

Toss off Island [D, F, B, F] (cl)

Inflate [D, D, D] (sw)

X-Ray Machine [B, D, D, F] (sw)

18) BOOGERMAN

Booger Shot [QCF+P]
Foot Slide [CB,F+K]
Ground GasSlide[QCB+K]
Gas Slide [QCB+K during jump]
Flip Kick [CD,B+K]
Chest Splash [D+3 when jumping forward]
Overhead [DD+P]
Nosepick Taunt [L+R+4]

ENDERS[BDB+P][FDF+K]

(5-6) Jump+5 out of air then immediately QCB+4

(9) Hold B,F+6,5,FDF+5

SUPERS

SuperBelch[QCF,QCF+P]
Cape Slide[QCB,QCB+P]
Gas Copter[QCB,QCB+K]

FINISH

Belch [D,D,D,R] (cl)
Pass Out [D,F,D,L] (sw)
Power Blast [F,B,D,B,F,L] (cl)
Flaming Blast[D,D,B,B,F,F,R] (sw)
Toliet Drop [D,D,B,B,2] (fs)
Flip Kick [B,F,D,D,R] (cl)

19) GAME GLITCHES

(Altered Moves)

For moves that can be done on both ground and air, adding an UB/U/UF motion right before the button press can have unusual results:

Doing CB,F,UF+K with Icky does a charge that goes right off the top of the screen.

QCB,UB+K or QCB,UF+K with Taffy does a twister that flies sideways!

QCB,UB+K with Boogerman does a backwards Gas Copter.

QCF,QCF,UF+P with Kung Pow does his Air Knives on the ground!

(Hit Trade)

Trading hits while defeating your opponent will cause you to keep walking backwards!

(Combo Counter Mess-Up)

Often if you hit them with a short combo and add a move which can be and is blocked, it is added as a hit on the combo counter.

(Bonker's Toy Factory)

When viewed at a certain angle, part of the floor will turn black!

20) RUMORS

"Stage" Claytalities have been said to exist in the pre-production version. There is said to be one in the TUREEN TOILET. Also, a "knock off island" claytality has been mentioned in the EGM2 movelist, but they may have been playing a beta version. An ad run by Interplay in the summer of 1997 showed several characters not in this version. They may have been left out for memory reasons. Blob does not have a QCB+R Claytality.

"Sculptors' Cut" has been announced as a rental-only version which may include some of the characters and moves listed above.

21) STAGES INFORMATION (with "doors" to other stages)

Flatten the opponent with a move like Frosty's Ice Smash to go DOWN.

Uppercut them to go UP.

OUTHOUSE

Door>C.Claynaveral

UP onto toilet>Tureen Toilet

CAMP CLAYNAVERAL (T.Hoppy)

Square House>Outhouse

Round House>C.Hangar

CLAYNAVERAL HANGAR

Door>C.Claynaveral

CANDY FACTORY (Taffy)

Door>Santa's Factory

DOWN on Taffy seal>Santa's Workshop

AQUADOME (Earthworm Jim)

TRIBAL TOWER

TUREEN TOILET

BACKWASH BAY

Door>Boogerhenge

BOOGERHENGE (B.Man)

DOWN at Center of Grid>Refuse Room

UP near door>Rubble Reef

SANTA'S TOY FACTORY (Bonker)

Door>Kooky Courtyard

Stairs>Upper Floor of Factory

KOOKY COURTYARD (KungPow)

Main Door>Santa's Factory

Wooden Doors>Freeze Fortress

SANTA'S WORKSHOP (Sumo Santa)

UP near machine>Kooky Courtyard

UP near ??>Candy Factory

CLAYRIBBEAN CRUISE

RESEARCH ROOM

Both Doors>Kiln's Hideout

BRIDGE (Unselectable)

Doors>Research Room/Grotto Gulch

FIERY FURNACE

Left Door>Fiery Furnace

Middle Door>Fiery Furnace

Right Door>Refuse Room

Back Door>Mushroom Field

UP at center>Rubble Room#2

UP at ?>Grotto Gulch(one way)

KILN'S HIDEOUT

Both Doors>Research Room

DOWN in trapdoor>Kiln's Lab

KILN'S LABORTORY (DrKiln)

Door>Mushroom Field

UP>Kiln's Hideout

MUSHROOM FIELD (unselectable)

Doors>Furnace/Kiln's Lab

RUBBAGE REEF

Door>Rubbage Room

DOWN at Center of Bridge>Underwater

UNDERWATER (unselectable)

UP>Rubbage Reef

RUBBAGE ROOM

Door>Rubbage Reef

DOWN at center of rug>Grotto Gulch

GROTTO GULCH (Blob)

Door>Refuse Room

REFUSE ROOM

Door>Grotto Gulch

UP near U-Pipe>Rubbage Reef

UP near center>Boogerhenge

FREEZING FORTRESS (Frosty)

HAPPY HARRY'S HIDEOUT (Houngan)

Door>Rubbage Room#2

RUBBAGE ROOM#2 (Unselectable)

Door>Happy Harry's Hideout

DOWN at center of rug>Furnace

SPOOKY SPIRE

GHASTLY GRAVEYARD (Ickybod Clay)

Door>Mudville Mansion

MUDVILLE MANSION

Door>Ghastly Graveyard

UP near stairs>Upper Floor of Mudville Mansion

UP near drawers (on upper floor)>Spooky Spire

23) CREDITS

Ricky Duval (ricky_duval@hotmail.com) and Kevin Duval:

Stage "Breakthroughs" Chart/Stage Claytal Rumor/Corrections

D.Allman:Correct EWJ Claytalities

EGM2 #42 December 1997:um,..some claytals...

<http://www.segasages.com -moves/claytals>

drdogg@fiestanet.net:moves from his FAQ

Killer Instinct/N64 (c) NINTENDO

Street Fighter (c) CAPCOM

CLAY FIGHTER 63 1/3 (c) 1997 INTERPLAY