

[Additional Claydonia Powers & rules, reprinted from other websites;](#)

ABSORB OPPONENT: This power gives a Claydonian the ability to absorb any other Claydonian it kills. When a Claydonian with this power kills an opponent, it makes a "to hit" roll. If successful, the Claydonian adds the dead opponent to its body bulk, adding the number of total hit points that the old opponent had to its own total. (E.g., The Absorber has 50 total, 30 current. It absorbs its opponent who has 45 total (because of a missile) & 0 current (it's dead, Jim). The Absorber now has 95 total, 30 current, until the next game). If unsuccessful, the dead Claydonian goes screaming up to the Great Hand in the Sky (see *Honoring a Claydonian Death*). The Claydonian may NOT absorb an opponent that he has killed with a missile, unless adjacent.

ANTI-MUTANT: This Claydonian is immune to the effects of others' mutations. They simply don't work on it. However, the Anti-Mutant may NEVER roll on the Critical Hit table. While a Twisted Mutant could conceivably also be an Anti-Mutant, & a victorious Anti-Mutant is free to take an extra mutation, an Anti-Mutant may NEVER have the mutation Frenzy. Anti-Mutants are not immune to the Critical Hit powers of attackers.

The Anti-Mutant is not immune to Charge, the effects of Flight (like swooping attacks) or Vampiric Regeneration. The Anti-Mutant cannot be used as a Missile, but takes normal damage from another Claydonian being Used/Using Self as a Missile. If the Anti-Mutant dies, a Scavenger may still feast on its remains.

BERSERK: Whenever the Berserker Claydonian rolls damage for an attack & a die comes up 6, it may re-roll this die & add the result to the damage previously rolled. If the second roll of a die comes up six, it may re-roll again. This continues as long as it keeps rolling sixes. If a d3 roll comes up 6 (before dividing it, obviously) it is also re-rolled & the subsequent damage is also halved.

BLINDNESS: On a successful 'to hit' roll, any one opponent may be blinded for 1-3 turns. Movement of blinded Claydonian, if initiated, goes in random directions. Character declares number of hand-spans desired, then moves in a direction determined by dice roll using 'teleport' table. If their movement would cross another Claydonian, they stop there. To attack, a blinded Claydonian must roll a 5 or 6 on a 6-sider to verify they are attacking in the correct direction, in addition to the normal 'to hit' roll. To shoot missiles, player must close their eyes before throwing. This attack replaces all missile attacks for 1-3 turns, & may only be used once every 3 turns.

CATCH: When something is thrown at a Claydonian with this power, the Claydonian makes a "to hit" roll. If successful, the Claydonian catches the item thrown at it. If the item happens to be a missile, the Claydonian catching it can reuse the missile. If the thrown object is another Claydonian, the target Claydonian catches it & takes no damage. If the Claydonian is unsuccessful in its "to hit" roll, it takes full damage from the missile. A Claydonian with this power CANNOT catch a shoe, a poke, or anything other than a missile or another Claydonian.

CREATE LIMB: A Claydonian with this power may create a temporary limb. This temporary limb may replace one normal attack to create a small- to normal-size limb; it may replace two normal attacks for a large-size limb; & (how could you guess?) it may replace three normal attacks for a very-large-size limb. This temporary limb lasts for four turns, & it hits & does damage according to its size. So, if your Claydonian already has four limbs, it could have five normal attacks per turn by adding a temporary limb. The turn the limb was created is its first turn, followed by 3 turns with 5 attacks, & then the limb must be re-created.

DRAIN POWER: A Claydonian with this power may drain one power from another Claydonian for six turns. Using this power takes the place of three attacks. To drain a power, the player must choose an opponent adjacent to his own Claydonian & make a successful "to hit" roll. If unsuccessful, the power is wasted. This power may be used once every five turns.

FRENZY: Whenever the Claydonian makes a successful attack roll that comes up doubles -- two threes, two fours, two fives -- it gets a standard critical hit, as though it had rolled two sixes. If the player rolls two sixes, the Claydonian gets TWO rolls from the Critical Hit Table.

GLUE: A Claydonian can cause multiple opponents to stop moving for 1-3 rounds. A separate 'to hit' roll must be made for each opponent. This attack takes the place of all physical attacks. Glued characters may still shoot missiles, or attack opponents that are adjacent to them. Teleport & levitate still function, even if glued.

LEVITATE: On a successful 'to hit' roll, Claydonian 'levitates' 2 hand-spans above the table for 1d6 turns. While levitated, the Claydonian can only be hit by missile weapons & special powers that do not require physical contact by another Claydonian. (I.E. Use Opponent As Missile cannot affect him) While levitated, Claydonian cannot physically attack opponents & may only throw missile weapons, not pick them up. Movement while levitated is 1 hand-span.

MISSILE ABSORPTION: When hit by a missile, a Claydonian with this power rolls 2d6 & compares the result to its "to hit" number. If the result is over the "to hit" number, the Claydonian takes no damage from the missile & may add the projectile to its body mass. For each missile smaller than marble-size absorbed, add 1 hit point to the Claydonian. Add 2 hit points for each marble-size missile absorbed, 3 hit points for any missile up to golf ball size absorbed, & 4 hit points for anything over golf ball size. The missile is lost permanently & the absorbing Claydonian adds the new hit points to its total (e.g., original total of target 50, & has been damaged to 35. Target successfully absorbs a marble-sized missile. New total 52 & has 37 left). This power does NOT allow a Claydonian to absorb the following: an opponent, a

poke, a Blob of Death, or any object larger than fist size. In addition, absorbed missiles may not be used to create new missiles, they just add to the bulk of the Claydonian. IF the Claydonian rolls under it's "to hit" roll, it takes half damage (round fractions down) from the missile & does not absorb it. Note that a Claydonian may not absorb missiles that it throws at itself, & it takes full damage from a missile if it does so.

PARALYZE: On a successful "to hit" roll, a Claydonian can cause an adjacent opponent to stop moving & attacking for two rounds. This attack takes the place of all normal attacks. The paralyzed Claydonian cannot initiate any action for two rounds. This power may be used every three turns.

REPEL: This power may be used by a desperate Claydonian in place of all attacks. No "to hit" roll is needed, & the results are immediate. When this power is used, all opponents must move their maximum movement ranges away from the user for 1 turn. Moreover, the powers Teleport, Change Places, & Move Out of Turn cannot be used by opponents for one turn. In addition, the user may not be hit by missiles for one turn. This power may be used every third turn.

RESHAPE ONE LIMB: This power is used in place of a normal attack. If it hits successfully, the attacking player may alter the shape of any one limb of the target as he pleases. As referee, you should be ready to assign damage or altered powers because of this change.

RESIST POWER: When a power is successfully rolled that affects this creature in any way, the Claydonian can roll to resist the power. On a successful "to hit" roll, the effects of the first power are negated on this creature only. For Instance, a successfully resisted 'repel' will still move every other creature away from caster, but resisting creature remains stationary. A player cannot resist powers that affect other creatures, however. I.E. Missile absorption, catch, endurance, & speed should NOT activate this power.

RIP OFF (ONE) LIMB: One of the Claydonian's attacking limbs gains the power to Rip Off Limbs. If a to-hit roll for that appendage is 10 or higher, along with causing the normal damage for that attack, the attacking player may permanently rip off one of his opponent's limbs. Any convex part used in movement or with an attack value may be ripped off, never to be replaced. Damage is assigned according to appearance. At the attacker's discretion, a protrusion that is not used for attack or movement may be ripped off for damage, but this does not alter movement or attack.

SPEED: A Claydonian with the Speed mutation may move twice the movement rate indicated on the movement chart. While stunned by a critical miss, a Speedster may still move that turn.

Optional Rules:

UNIFORMITY RULE: Note that if some people feel that the hand-span measuring system is unfair or grossly inaccurate, you may then enforce the Uniformity Rule. The Uniformity Rule states that all distances will be measured by the referee's hand. However, this will slow down play of the game & place a great deal of work in the hands of the referee (ahem).

CAMPAIGN RULES: Some of you sicko's out there may like this game enough to become infatuated with it & even cry when your Claydonian dies. Well, start a campaign. You can have the Claydonian gain levels. Here's how:

| # Enemies | Destroyed XP Total | Title Benefits (Non-Cumulative) |
|-----------|--------------------|--|
| 0 - 5 | 1 | Silly Thing ; 1 Power |
| 6 - 15 | 2 | Weirdo ; 2 Powers +5 HP's |
| 16 - 30 | 3 | Freak ; 3 Powers + 10 HP's |
| 31 - 50 | 4 | Kook ; 4 Powers +20 HP's |
| 51 - 80 | 5 | Blob Monster ; 5 Powers +30 HP's |
| 81 | 6 | Supreme Slime Claydonian ; Dies of Old Age |

Taking the same power twice: If a player opts to take the same power twice, the effects of the power are doubled.

(Ex; Regeneration gives 2-12 hp a turn instead of 1-6 each turn. Absorb Opponent cuts the "to hit" number needed by half.)

If you decide on Campaign, here are some suggestions:

1) Make a hard-copy of your Claydonian. Draw it on a piece of paper & record it's statistics (use the ctr. sheet from the original rules too)

2) Become owner of a bunch of Claydonians (Store a lot of sheets, but just like RPG characters, do NOT use dead Claydonians).

3) Make money bets on the games. Illegal where prohibited.

As for betting in a Claydonian Campaign, the idea is NOT to use actual money (as this may be illegal where you live, & in many ways kind of takes the fun away from playing Clay-O-Rama/Claydonia), here is an idea;

Find a set of poker chips (look in your local game or toy store, or even in a "99¢ Store") & number them accordingly (1, 5 & 10). Then give your betters a set amount of "chits" to use to bet on the outcome. PLAYERS CANNOT BET. That would REALLY take the fun out of the play.

Now, the Purse (yep, that's what they call it) is awarded to the victor, who then can use the prize to purchase additional abilities. The following table should help:

Chit Costs

Additional Movement (per span) 25

| | |
|---------------------------------|-----|
| Additional Number of Attacks | 30 |
| Additional 'To Hit' Number | 40 |
| Additional Damage (per 1d6) | 50 |
| Additional Hit Points (per 1d6) | 75 |
| Additional Power | 100 |

WALLS RULE: When you play Clay-O-Rama, you usually do so on a table or floor; that is all well & good, but here's something to spice it up; LIMIT SPACE. On a floor, the borders could be made with masking tape (you use Play-Doh on the floor, so WHY NOT TAPE TOO?). On a table, the border is the table edge. After a set amount of turns (usually 4 or 5), the "walls come down", meaning that any Claydonian can escape the battle by running off the field of battle. This is only really useful in a campaign.

OBSTACLES: You use Play-Doh, right? Well, use the Play-Doh CANS for obstacles, wooden blocks, & various other objects can be used also.

TAG TEAM: You have two monsters, OR an even number of players, (4, 6, 8), & each makes a monster. Forming teams of two (or one for 2 player version), one player sits on the sidelines while the other goes in to fight. The waiting player may use any of his Claydonian's missiles on his turn, as initiative is established normally. The fighting Claydonian may go to it's corner at any time after battle has begun, & it's partner takes it's place at the end of the fighting Claydonian's turn. Game resumes. Regeneration makes this sort of play LAST LONG. A Claydonian on the sidelines gains back HP at 1 per turn resting (regenerators still roll, NO BONUS!!!)

GM PLAYS: As a GM, the game sometimes gets REALLY BORING, so make your own Claydonian & have the other player's judge what its stats are, & then play along (assuming you are a *fair* GM.....)

ARENA OF DEATH: GM creates a monster & assigns it powers (a big A**-Kicker). Everyone has to gang up & kill it or they will ALL DIE. © One of Zeb's favorites was when a GM played a "Caterpillar" on him made of green Play-Doh with orange feet. It had 4 sections, & could split apart & each had it's own power (It's 4, 4, 4 beasts in 1, WOW!)

CHEATING IN MOVEMENT: Some unscrupulous players try to get away with extra movement in their turn. This is through the use of the Claydonian's body & adding that distance to their movement (EX: Starting the move from the front of the Claydonian & ending up placing the Claydonian with it's back end at the very edge of your last span). OK, that was ambiguous--here, this is better. Imagine Snarf the Claydonian. Snarf has 3 spans of movement. Snarf's player takes his pinky & places it at Snarf's front end & measures 3 spans from there. All is good, ok-- BUT, he places Snarf's backside at the end of his last span instead of Snarf's FRONT end. This adds the Claydonian's length to the movement. *This is NOT TO BE ALLOWED!* People who do this deliberately should be microwaved.

Honoring a Claydonian Death - What happens when my Claydonian dies?

Ah, this particular question has plagued the Claydonian philosophers for centuries. Several scurrilous theories have been presented, including the concepts of drying out or being eaten by small children & dogs. However in watching the deaths of several Claydonians on the field of battle, a common belief has arisen. Most Claydonians feel that, when one of their kind dies, a large hand reaches from the heavens & squeezes the Claydonian through its fingers. This act is always accompanied by a horrible scream that echoes through the heavens. Some Claydonians wish their bodies to be examples for future generations & insist on drying, creating a nice statue to use as a memorial, centerpiece, or clay pigeon.

No set amount of Play-Doh is ever mentioned. While a typical can is 6 oz., there are smaller containers of 2 oz., a few larger packages of 8 oz. each, & some sets that have even larger amounts combined. As a 'rule-of-thumb', the limit is confined to the contents of one 6 oz. can. It is up to the ClayMaster to revise this.

Who Invented Play-Doh?

U.S. Patent No. 3,167,440 shows that Noah W. McVicker & Joseph S. McVicker invented "Play-Doh" in 1956, & received a patent for it in 1965. Kenner acquired Play-Doh, only to be bought out by Hasbro, which transferred Play-Doh to its Playskool division. Play-Doh was originally designed as a wallpaper cleaner. Its similarity to regular modeling clay without the toxicity or mess made Play-Doh a great toy. Joe McVicker became a millionaire before his 27th birthday after re-releasing the product as a toy. 700 million pounds of Play-Doh have been sold.

4 new Claydonian Powers (work in progress)

PINCH: On a successful hit roll, you can reach out to your opponent's Claydonian & pinch it, using only the thumb & forefinger. This does 2d6 damage, & the wound remains visible for the entire game (Claydonians with recovery powers, such as Regenerate, Vampiric Regeneration, ect. regain their lost Hit Points, but the point of impact remains visible).

CHOP: You can 'karate-chop' your opponent's Claydonian with a knife-hand attack. This does 2d6 in damage.

CRUNCH: You place both open hands on opposite sides of the enemy's Claydonian & slap them together, doing 3d6 in damage. No open fingers are allowed.

WHICH-WAY: You are able to cause your opponent to lose its sense of direction temporarily (for one turn). Upon a successful hit roll, the enemy must move one full span in a direction determined by a d6. See chart;

- 1** No effect
- 2** 1 span to it's left
- 3** 1 span to it's right
- 4** 1 span to the left & back
- 5** 1 span to the right & back
- 6** 1 span backwards

Similar to Repel, this power is less in power, but may be used in successive rounds.

Generalized Official Clay-O-Rama Power List

The Drop: Pick up enemy and drop

The Bowl: Like Drop, but ROLL enemy.

The Poke: Poke enemy HARD with finger

Reshape One Limb: Transform yourself

Blob of Death: Make a missile, if hits, smash enemy w/fist. (1 use pergame)

Rip Limbs Off: Always on power, can tear enemy limbs off, useful.

Change Places: Exchange 2 Claydonian's positions.

Move Out of Turn: Move WHENEVER they want instead of at start of own turn

Use Opponent as Missile: Duh

Divide Self: Can have 2 Claydonians with 1/2 powers of original.

Borrow Power: Suck off another Claydonian's power for own use.

Regenerate: Gain back hit points, heal yourself

Endurance: Take half damage from all attacks.

Speed: Double movement instead of attack

Stomp: Take off boot and WHOMP other Claydonian (1 use per game)

Missile Absorption: Use missiles that hit use for health

Absorb Opponent: Absorb any opponent you kill to help heal yourself.

Drain Power: Drain another Claydonian's power for 6 turns.

Create Limb: Create an extra limb (for those with lotsa missiles)

Repel: Makes everyone move away from you.

Toss: Throw enemy up and see it land.

Catch: May catch anything thrown at you (missile, another Claydonian...)

Use Self as Missile: DUH!

Trade: TOTALLY EXCHANGE YOURSELF WITH ANOTHER CLAYDONIAN

Paralyze: Stun opponent

Teleport: Go anywhere on board