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## [Batman: Rise of Sin Tzu Hints II \(PS2\)](#)

### *Defeat Clayface*

Batman: Rise of Sin Tzu is a fighting videogame that was released in 2003 for the PlayStation 2, the Nintendo GameCube and the Xbox gaming consoles. It was developed and published by Ubisoft after it obtained licensing rights for the Batman intellectual property from Warner Bros. Interactive Entertainment and from DC Comics. The game is based on The New Batman Adventures, a television series that was developed following a similarly titled comic strip. Batman gets a few sidekicks to help him in the game. Old time friend Robin is joined by new addition Batgirl and by the mysterious Nightwing. Sin Tzu also has a group of evildoers backing him up, with The Scarecrow, Clayface and Bane being the most troublesome. One of the most interesting twists in the game is the way in which the player is rewarded for finishing levels. Apart from advancing in the story mode, the player also gets points that can be used to get more powerful moves for the characters and other bonuses. The single player experience takes place under a time limit that might prove short even for good players. The developers recommend players that are having a hard time finishing single player to consider playing cooperatively with somebody else, which makes the difficulty of the game more manageable. Batman: Rise of Sin Tzu also offers a challenge mode in which players can take on groups of villains from within the game without advancing in the story mode. This game mode can be played in cooperative mode, too.

**GAMEPLAY HINTS Defeating Clayface** This Boss is made of clay and can be difficult to beat. He has several powerful attacks. If you get too close, he will make a brick wall out of his chest then ram it at you. He also can turn his arms into sledge hammers or razor blades and then lunge at you. The trick here is to dodge until the lights turn green on the pipe-like electricity things on either side. Then, throw a Batarang at both as fast as you can, or hit them with a regular attack. The electricity will activate and Clayface will get shocked. Attack him. When he gets back, run to the far side. He will probably launch some kind of muck thing at you, which produce more muck monsters. Defeat them, then repeat. Clayface will shoot muck which spawns little muck monsters and he can turn his arms into sledgehammers/razor blades or ram you with a brick wall if you get too close. The trick is in the two electric outposts-like things on either side. Dodge until they turn green. Then, quickly hit each with a Batarang or your fists. This will turn on the electricity. He will be stunned. Hit Clayface's face and repeat this until he is defeated. Here's a video: