

ELECTRONIC ARTS®



MUTANT

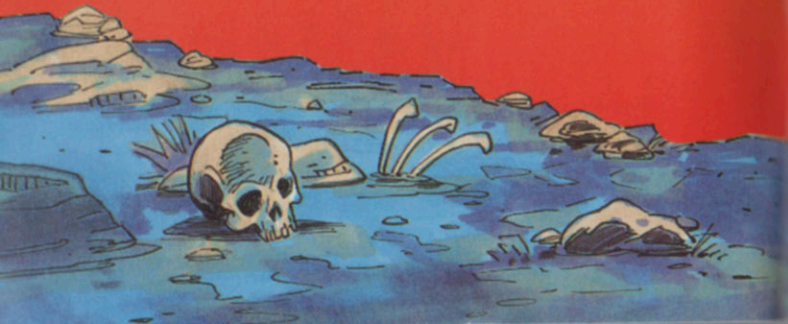
LEAGUE

FOOTBALL

WHO'S RESPONSIBLE FOR THIS?



BACK ROW (standing) left to right: Michael Humes, Kevin Hogan, Jeff Fennel, Sam Nelson, Keith Orr. MIDDLE ROW (crouching) left to right: Ian Clarke, Michael Mendheim, Gil Colgate, Art Koch. FRONT ROW (kneeling) left to right: Tony Iuppa, Eric Newhouse, Peter Traugot, Roseann Mitchell



Michael Mendheim began drawing as soon as he could hold a crayon and didn't try to eat it. He graduated with a Bachelor of Fine Arts with honors from the Arts Center College of Design in Pasadena, Ca. Michael has a wide variety of illustration and design experience both in and out of the videogame industry.

Ian Clarke graduated from the University of Washington with a degree in electrical engineering, and went on to work for the Boeing Company. He remained there for some time, trying many areas of airplane design, from wind tunnel testing to flight certification. Ian left Seattle for California in 1990 and, after a stint in the semiconductor industry, ended up at Electronic Arts.

The scion of a formerly wealthy but now impoverished toothpaste clan, **Gil Colgate** was born in London, England, to American parents. He grew up in New York, right in the heart of the city, and attended Yale University where he played intramural ice hockey and majored in art. Gil is married and has one wife, two stepdaughters, and one new baby girl.

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STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT (TELEVISION SCREEN). AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

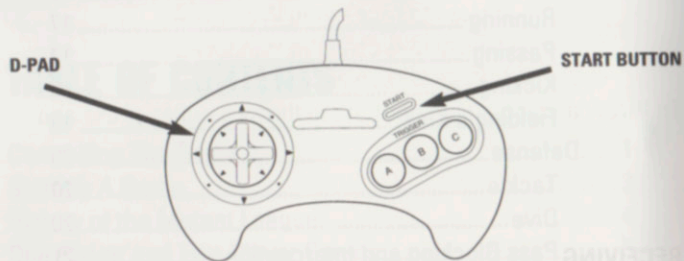


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CONTROLLING THE GAME



OFFENSE before the snap

- A** Audible
- B** Cycle through players
- C** Snaps the ball

AUDIBLES

- A** Running Play
- B** Passing Play
- C** Nasty Audible

To cancel the Audible option, press the **D-Pad** in any direction, or don't press any buttons when the Audible screen appears.

OFFENSIVE RUNNING PLAYS

- D-Pad** Direct Runner
- A** Runner dives
- B** Runner jumps, spins, and punches
- C** Runner leaps, jumping over field obstacles (press C twice to leap and kick other players or avoid tackles)

OFFENSIVE PASSING PLAYS

Press **C** to call up passing windows:

- A** Pass to receiver in Window A
- B** Pass to receiver in Window B
- C** Pass to receiver in Window C

To throw a bomb, tap the button; to throw a bullet, press and hold the button.

NOTE: Pressing **C** will also lateral the ball on special plays, i.e., *Deathbone*, *2 Pt Conversions*, etc. See *Play Descriptions* for more information.

RECEIVING

- A** Receiver dives to catch ball
- B** Receiver spins and punches
- C** Receiver jumps to catch the ball

DEFENSE before the snap

- A** Audible
- B** Cycle through players
- C** Cycle through players (in reverse order)

TACKLING/DEFENSE after the snap

- D-Pad** Direct Defender
- A** Defender dives
- B** Select defender closest to ball carrier
- C** Defender jumps to block/intercept pass; if pass is complete, C will make the defender jump toward the runner. To make the defender leap and spin, press C twice. To tackle with greater force, press C and direct the tackler with the **D-Pad**.



KICKING

- B** Cycle through players
- C** Call up kicking meter; and begin kick; press **C** again to kick the ball, using the **D-Pad** to aim the kick left or right

PAUSING & CALLING A TIME OUT

Press the **START** button to pause the game; when the game is paused, you can choose these options

- A** Replay
- B** Time Out

STARTING A GAME

1. Flip **OFF** the power switch on your Sega™ Genesis™.

WARNING: Never try to insert or remove a cartridge when the power is **ON**.

2. Make sure a Controller is plugged into control **1** on the Sega™ Genesis™.

If you're playing against a friend, plug the other Controller into control **2**.

3. Insert the cartridge into the slot on the Sega™ Genesis™. Press firmly to lock the cartridge in place.

4. Turn **ON** the power switch.

5. Press **START** to bypass the logo, then press **START** again to go to the Main Menu.

HISTORY OF THE MUTANT LEAGUE

The origins of Mutant League Football (MLF) are shrouded in the mists of time, the madness of thermonuclear destruction, the planet-wide upheaval of alien invasion, the eeriness of restless corpses bursting from the grave, and a sloppy filing system set up by some temp. What records still exist have been altered by haphazard scribes, sly propagandists, and what appears to be barbecue sauce.

Centuries ago, the galaxy was beset by a series of shattering cataclysms. Exploding supernovas, interstellar firestorms, atomic war, upheavals in the time-space continuum, and repeated sanitation strikes plunged everything into chaos. A barbaric new order arose from the ashes. But it decided it liked being in the ashes so it sunk back into them. That got crowded before long, so an even more barbaric order appeared which didn't so much rise from the ashes as it got kicked out of them.

This new order splintered into numerous warring sects. All-out war returned to the galaxy and weapons of mass destruction reappeared. But one sect realized that this would only lead once again to widespread, and perhaps final, annihilation. So at the bidding of the Ancient Ones, they organized the Mutant League to settle conflicts in small, semi-controlled battles. These battles would take the form of ancient contests such as football and hockey.

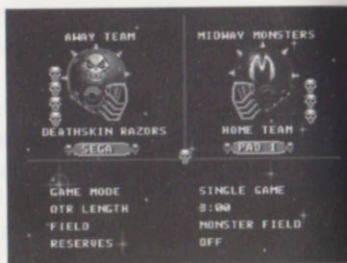
These contests came to be viewed more as sports than wars, and the participants were seen as teams rather than armies.



But the deeper meaning of these confrontations was never lost: This was war, the participants were soldiers, and the places where they clashed were battlefields. Old rivalries continued while new ones were born. At the conclusion of each battle season, the teams would meet in a ritualized battle that would lead to one final victor. In Mutant League Football, this final confrontation was called the Mutant Bowl, while in Hockey it was known as the Monster Cup. By these barbaric methods, the Greatest Sect in the Galaxy made itself known – at least until next season.

ONE PLAYER & TWO PLAYER GAMES

Mutant League Football can be played by one or two players. In a One Player game, make sure your controller is plugged into the port marked Control 1. In a Two Player game, player 1 will use the controller plugged into the port marked Control 1, and player 2 will use the controller plugged into the port marked Control 2.



SETTING UP

You need to use the Main Menu every time you play. Press the **D-Pad** up/down to select options and left/right to change them.

Team Selection

Highlight the home team name with the **D-Pad**. Press the **D-Pad** left/right to cycle through the team names. The team helmet will change at the same time, as will the home field. (If you don't choose a team quickly, you will see portraits of the different Mutants who play the game, and then a demo of the game.) The skulls beside the helmet show the relative strength of each team; 5 skulls indicate the strongest teams, and 0 skulls the weakest. When you have chosen a home team, select an away team.

To select an Away team, repeat the process for choosing a Home team.

Team Assignment

The Team Assignments are at the bottom of the Home Team and Away Team boxes. In a one player game, use Team Assignment to choose which team the player will play and which team the Sega Genesis will play. In a two-player game, use Team Assignment to select which player will play which team.

One Player Game

Use the **D-Pad** to highlight the Player Option boxes. You will be designated Pad 1 and the computer player will be designated as SEGA. Press the **D-Pad** left/right to select whether you will control the Home or Away team. When you have made this selection, go on to Game Mode selection.

Two Player Game

Use the **D-Pad** to select the Player Option boxes. Player 1 will be designated as PAD 1 and player 2 will be designated PAD 2. PAD 2 will always be the away team. Press the **D-Pad** left/right to toggle which player will control which team. When you agree who will control which team, go on to Game Mode selection.

Game Mode

Single Game: A single MLF game between any two teams on the field of your choice. Single Games are not part of a season and have no bearing on playoff assignments. Players who are killed in a Single Game will be back the next game their team plays.

Playoffs: The playoff series for the MLF championships. Between playoff games, you will be given a passcode to enter if you want to continue to the next game of a playoff series. See the Playoffs section of this manual for more information about Playoffs.

Continue Playoffs: Continue a playoff series you have started. You must enter a passcode you received previously to Continue Playoffs. See the Playoffs section of this manual for more information about playoffs.

Practice: Practice offensive plays. See the Practice section of this manual for more information about practicing.

Quarter Length

Select how long each quarter will last. Once you have selected a quarter length, you can't change it during a game. You may want to choose shorter Quarter Lengths to play through a Playoff Series quickly. There are three possible quarter lengths:

3:00

5:00

8:00

Use the **D-Pad** to highlight Qtr Length, then press the **D-Pad** left/right to toggle between the three Quarter Length options. Once you have selected the Quarter Length you want, proceed to Field Selection.

Coach Bricka sez:

"Games with short quarter lengths can be wild. If your opponent gets a couple of quick scores, you may not have time to make them up."



Field Selection

Usually, games will be played on the Home Team's field. You can change this, however. Highlight the field name, and you will see a sample of the surface on the Home Team's field. To change the field, press the **D-Pad** left/right to cycle through the other fields in the Mutant League. You'll see both the field's name and a picture of its surface. When you have selected the field you want, go on to the Reserves option.



NOTE: In the Playoffs, games will always be played on the Home Team's home field; you cannot choose another field to play on.

See the Field Descriptions section of this manual for more information about individual fields.

Reserves

When the Reserves option is on, you can substitute players any time in Single or Playoff games. Starting players remain dead for the remaining Single Game or Playoff series. However, Reserve players who die return every round (new game). When Reserves is off, substitutions cannot be made. Instead, players who die during a play will return for the next play and continue the game. Kickers, Punters, and Offensive Linemen can never be substituted.

To turn the Reserves option on, use the **D-Pad** to highlight Reserves option. Press the **D-Pad** left/right to toggle between these options:

On – Activates Reserves option; the clock will *not* run while Reserves are being reviewed

On/Clock Runs – Activates Reserves option; the clock will run normally while Reserves are being reviewed

Off – Deactivates Reserves option

Death Index

The Death Index indicates how tough a game is. The lowest option in the index, Rough (1), indicates the usual level of Mutant League mayhem. The highest option, Annihilation (5),

means that injuries and fatalities will be much more frequent. More fatalities lead to more fumbles. And if any team suffers so many fatalities that they can't put enough players on the field, they forfeit the game. The Death Index options are:

- Rough (1)
- Bloody (2)
- Bone Breaking (3)
- Slaughter (4)
- Annihilation (5)

Game Speed

Game Speed refers to the speed of the game action; that is, how fast plays develop and how fast players move. It does not refer to, and does not affect, the speed of the game clock. There are two Game Speed options:

- Slow
- Fast

When you are satisfied with your options, press **START**.

THE CONFERENCES

The Mutant League is divided into two conferences: The Toxic Conference and the Maniac Conference.

Toxic Conference

Deathskin Razors
Icebay Bashers
Midway Monsters

Maniac Conference

Darkstar Dragons
Killer Konvikts
Misfit Demons

Vile Vulgars
Rad Rockers
Road Warriors
Sixty Whiners
War Slammers

Psycho Slashers
Screaming Evils
Slaycity Slayers
Terminator Trolz
Turbo Techies

There are also two all-conference teams, the Toxic All-Pros and the Maniac All-Stars, and an all-league team, the Galaxy Aces. The All-Pros, All-Stars, and Aces are not eligible for the Playoffs.

Interconference play is possible in Single Games, but not in the Playoffs.

STADIUMS

Since the Mutant League is both interplanetary and cross-dimensional, Stadiums feature a wide variety of field surfaces and hazards. What they usually have in common is that they're treacherous.

Hazards

Mutant League stadiums contain some of the nastiest places in the galaxy, where death is commonplace, mercy is ridiculed, and suffering is always good for a chuckle. And those are just the concession stands. The fields are even worse. They are all strewn with natural and unnatural traps and debris that add excitement, unpredictability, and serious injuries to every game.

Some of the field hazards are:

Mines: Stepping on a mine puts a player on the Dismantled List and leaves a Pit in the field for the remainder of the game. If the ball carrier steps on a mine, it results in a fumble.

Pits: You won't get hurt if you fall in, but if you're carrying the ball, visiting the inside of a Pit will bring a play to an end. Be careful of pits in the end zone. They could cost you.

Rocks: Run into one of these and you'll land on your face.

Thin Ice: Players can fall through and leave holes that are equivalent to Pits in the field.

Firepits: Fall in these and you're burnt toast.

Abbyss: Canyon-like gaps in the field. Players who fall into these gaps get sucked out into the frigid vacuum of space.



From Left to Right: Rocks, Flaming Pit, One Type of Land Mine, Another Type of Land Mine, A Pit.

Surfaces

Debris and explosives in the field are sometimes no more dangerous than the field surface itself. In the Mutant League, grass is valued only for the stains it leaves and artificial turf is considered a toaster pastry. Only wimpy teams play football on that kind of stuff.

Different surfaces have different characteristics. Some are soft, some are slick as sleet on a skull, some are hard and rough as a defensive coordinator's heart wrapped in sandpaper. Some of the preferred surfaces are:

Space Rock
Space Ice
Sand
Desert
Rubber

Fields of Bad Dreams

Field	Surface	Hazards
Battle Field	Sand	Mines, Pits, Rocks
Frozen Waste	Icy Rock	Mines, Abyss, Thin Ice
Hellfield	Space Rock	Mines, Firepits, Rocks, Abyss
The Hard Place	Space Ice	Thin Ice
The Monster Field	Turf	Mines
The Hump Dome	Frozen Mud	Mines, Rocks
The Void Club	Space Rock	Rocks, Pits, Abyss
The Wasteland	Wasteland	Pits
Winkystink Park Whiners*	Green Grass	Dead Sixty
War Stadium	Space Rock	Mines, Firepits, Rocks
The Cemetery	Toxic Waste	Mines, Firepits, Abyss, Rocks
Deepscar Six	Grass	Mines, Rocks

Field

The Asylum
The Pen

Saturn Stadium
Tripout Stadium
Butcher Dome

Inferno Field

Asteroid 66

Surface

Desert
Space Ice

Titan**
Rubber
Craters

Craters

Pitted Space

Hazards

Mines, Pits, Rocks
Thin Ice, Mines,
Abyss
Mines, Pits, Rocks
Mines, Pits, Rocks
Mines, Firepits,
Rocks
Mines, Firepits,
Rocks
Rock Low Gravity,
Abyss, Pits

*This is a lie. Dead Sixty Whiners are no more hazardous than live ones are.

**Titan is the largest Moon of Saturn.

POINT OF VIEW

Your Point of View (POV) in Mutant League Football will *always* follow the ball; it will always be in the center of the screen. The only exception to this is incomplete passes. When the ball is in the air, your POV will follow it; when it is fumbled, the POV will track it as it bounces around the field; and the POV will always follow the ballcarrier in a running play.

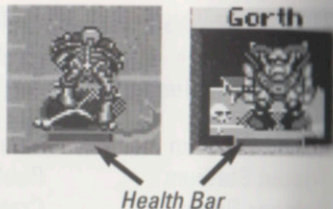


There are some instances when none of one team's players will appear on the screen (if a long pass is completed to an uncovered player, for example). When this happens, arrows will appear around the edge of the screen indicating the position of the nearest player or players from the unseen team.

PLAYERS

Health Bar

When the Reserves option is active, you can check up on a player's general well-being by taking a look at their Health Bar. You can look at a player's Health Bar when the teams set up at the line of scrimmage before the ball is snapped. Press **B** to cycle through the players; below each player's circle will be the red Health Bar. The longer his Health Bar, the healthier the player.



Player Types:

Trolls, Robots, Aliens, Skeletons, and Super-Humans

Trolls

Trolls are big, brawny, and breathtakingly dumb. They're slow, but they can be punishing runners against weak defenses that can't bring them down. Their size and strength also make them great defensive players.



Robots

"Agile but fragile" is the usual scouting report on Robot players. With their speed and finesse they can be great runners, and sometimes great passers, but they can't absorb much damage. Too many solid hits and they're strictly scrap.



Aliens

Aliens are quick and fidgety, and their forward rolling motion makes them hard to tackle. They are great receivers, soaring through the air to snatch passes.

Skeletons

Skeletons are second only to Robots in speed, and second to none in viciousness. They don't fear taking a heavy hit since they're already dead.



Super-Humans

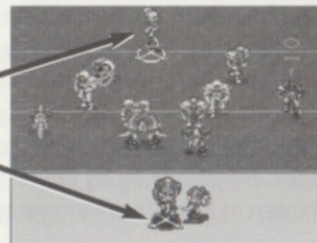
The mutated descendants of Humankind as we know it. Super-Humans vary more in strength and speed than other types of players do, but they have good stamina and few are below average in any category.



PLAYER CONTROL

Player controlled by defense

Player controlled by offense



Offense

You control the player on the field marked by a crossbones and red circle. When playing offense, you always control the player with the ball.



• Running

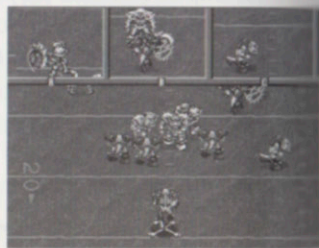
The **D-Pad** controls the direction a player runs, although field factors such as Ice or Low Gravity can affect fine control of the player's movement. To make a runner dive, press **A**. To make a runner spin and punch defenders, press **B**; this will increase a runner's chance of evading pursuers and breaking tackles. To make a runner jump over obstacles, press **C**; to make him jump and kick (opponents, not obstacles), press **C** twice.

• Passing

Press **C** to call up the passing windows after the snap on a passing play. Your passer will have to be able to choose between three receivers identified on the Passing Screen as **A**, **B**, or **C**. Generally, receiver **A** will be the primary or best choice, **B** will be the second choice, and **C** will be the Running Back. Be sure to study the play diagrams on the Play Selection Screen to learn receiver routes.

To throw a pass to a receiver, press the button that corresponds to the receiver, **A**, **B**, or **C**. Tap the button to arc a bomb (a deep pass), or hold the button to throw a bullet (a low, fast

Passing Windows



pass). Choosing a receiver will automatically make him the player you control after the passer releases the ball. Your passer will pass to a spot on the field marked on the field by an **X**. The receiver will attempt to catch the ball. To make the receiver jump to catch the ball, which will increase his chances of making the catch, press **C**.

If there are not enough players to run a particular passing route, one or more of the passing windows will be greyed out.

• Kicking

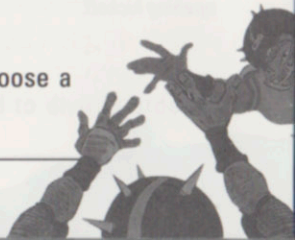
All Kicks – Kickoffs, Punts, and Field Goals – use the same basic commands. Press **C** to begin a Kick. This will activate the Kick Meter, which represents the strength of the kick with a vertical red line; the higher the line, the stronger the kick. So if you kick the ball when the red line is at the top of the meter, it will result in the strongest possible kick.



Kick Controller

The Kick Meter also shows the direction of the kick measured by a cross on a horizontal line. Press the **D-Pad** left or right to move the cross left or right to aim the kick. You can aim your kick after the snap and before the kick (before the ball leaves the kicking tee or holder's grasp). Press **C** again to kick the ball after you have determined the strength of the kick and chosen its direction.

You cannot call an Audible after you choose a kicking play.



Onside Kick

An Onside Kick is a short Kickoff booted at an angle toward the sidelines. The kick must travel at least 10 yards to avoid an Illegal Kick penalty. The intent of an Onside Kick is for the kicking team to recover the ball. There are two chances that this will work – slim and fat. If it doesn't work, the receiving team will have great field position.

Punting on Fourth Down

If you're on offense, the Offensive Play Selection windows will automatically show the Kicking plays on fourth down. You can choose one of these plays, or press the **D-Pad** up to leave the Kicking plays and go to the full range of offensive play options.

• Fielding a Kick

Kickoffs

If you're receiving a kickoff, your return man automatically goes to and catches the ball. If you catch the ball at the back of the end zone and don't run out, or if it bounces out the back of the end zone, the referee will signal a Touchback. This will advance the ball to your 20 yardline and give you a First Down. If the return man catches the ball, he will automatically move up-field. To take control of the receiver, guide the direction of his run with the **D-Pad**.

NOTE: The Away team will always kick to the Home team on the opening kickoff.

Punts

Your return man will automatically catch punts unless you move him away using the **D-Pad**. A punt receiver must be directly under the ball when it descends, or pick it up off the field after it lands, to return the punt.

GIL-9000 says:

Don't move your kickoff return unit BEFORE he has obtained the ball at the terminus of its downward arc. Let him line up for the perfect catch. by himself.



Defense

When playing defense, press **B** to control the player closest to the ball. Direct the player's movement with the **D-Pad**.

• Tackle

The defensive player closest to the ball carrier, or the player highlighted by the circle and crossbones, will automatically attempt to tackle the ballcarrier or receiver. To take control of the highlighted defensive player, use the **D-Pad** to control his direction. Make him run into the ball carrier to make a tackle. To make him tackle with increased force, press **C** at the same time he makes a tackle.

• Dive

A defensive player will sometimes need to dive in order to



make a tackle, especially if he can't catch up to the offensive player he is pursuing. Defenders will dive automatically, but you can also take control of a dive. To make a defender dive, press **B** to select the defender nearest the ball, then press **A** and use the **D-Pad** to control the direction of the defender's dive.

• Pass Blocking and Interception

To block or intercept a pass, press **C**. If the pass has not been caught, the defender will attempt to catch it. If the pass has been caught, the defender will leap at the receiver. To make the defender leap and spin, press **C** twice.

Breakdown!

A Breakdown occurs when the team on defense intercepts a Two Point Conversion attempt, or recovers a fumble made during a Two Point Conversion attempt, and runs it back to the offensive team's end zone. This is worth 11 points! There is a PAT (point after touchdown) attempt allowed after a Breakdown. Thus, multiple Breakdowns can be traded back and forth (highly unlikely).

GAME OPTIONS

During Practice or Single or Playoff Games, press **START** to call up the Game Options.

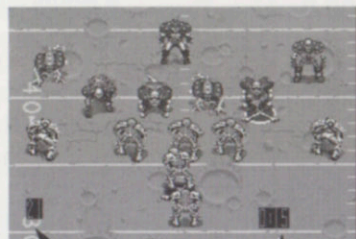
Press **A** to see an Instant Replay. (See the Instant Replays section of this manual for more information.)

Press **B** to call a Time Out. You can't call Time Outs during Practice, *during* a Play, or on a PAT.

Press **C** to return to the Main Menu. (Practice mode only.)

THE CLOCK

Before the snap, and when there are less than 2 minutes remaining in the Quarter, the Game Clock will appear on screen in the lower right corner showing how much time is left. The play clock is shown in the lower left corner to show how much time is left to start the play.



Play Clock Game Clock

PENALTIES

Pass Interference—This can be either a defensive or offensive penalty. 10 yard penalty plus an automatic first down is called against the defense.

Offsides—Bumping into an offensive player or being past the line of scrimmage when the ball is snapped 5 yards.

Delay of Game—Taking too long to call or execute a play earns a 5-yard Delay of Game penalty. This offensive penalty is called automatically when the 35-second play clock runs out.



Fake Penalties—Penalties tend to increase when the Ref has been bribed. These include a wide variety of completely imaginary and wholly ridiculous infractions. Opponents tend to catch on to this after a couple of plays. 5 yards.

QB Bashing—There is a 5 yard penalty for rushing the QB with intent to kill, as in the QB Smash Nasty Audible.

Ref Bashing—The downside of trying to kill a bribed Ref is the 5-yard Ref Bashing penalty. This penalty is always called when players rush to deep-six the Ref, even if he makes it out alive.

Illegal Kick—A Kickoff has to travel at least 10 yards. Otherwise, the kicking team gets a 5-yard penalty. This is also called if a Kickoff goes out of bounds.

Joe Magician sez:

"Make sure the Ref is out of the way before you start a play. Running into him can slow you down and ruin a play."



PRACTICE

Select Practice from the Main Menu and select the team you want to conduct a practice session. Then press **START** to see a team description screen. Press the **D-Pad** left/right to cycle through all the teams. Press **START** again to go to the practice session.

Select your formations by pressing **A**, **B**, or **C**. Press **C** to run a play; press **B** to cycle through players; press **A** before the play has begun to call an Audible.

Plays will run automatically until you take control of them. To end a play after it has begun, press **A**.

To leave Practice mode and return to the Main Menu, press **START** and then press **C**.

SINGLE GAMES

Single games are just that; they are not part of a playoff series and they have no lasting effects. Players killed in a Single Game are back to normal the next time you play.

To play a Single Game, make sure Single Game is selected on the Main Menu when you begin a game.

PLAYOFFS

While there is no season-long schedule to play in the Mutant League, there are still Playoffs for the League Championship. The Playoffs are divided into 4 levels:

Wild-Star Playoffs: The opening game of the series.

Divisional Playoffs: Determines Conference finalists.

League Playoffs: Determines Conference champions.

Mutant Bowl: The Mutant League Football championship game.



When teams are selected for the Wild-Star game, a Playoff Schedule will be set up. These other games will be played simultaneously with your game, and you'll see scores and highlights from these games at halftime. (To bypass scores and highlights, press **START** when they appear.)

Passcodes

At the end of each Playoff Game you'll be given a Passcode. Make sure to copy this Passcode down

AFEAAAAAAB

Passcode

because you will need to enter it if you want to restart a Playoff series from that point. For example, if you have played the second round of the playoffs and lost because of unusual circumstances, such as a high number of deaths, you can start the second round over by pressing the Reset button, selecting Continue Playoffs on the Main Menu, and entering the correct Passcode.

Press the **D-Pad** left/right to move from character to character. Press the **D-Pad** up/down to select the character. After you enter the 10-character Passcode correctly, press **START** to continue.

Adjusting Game Options During Playoffs

When you Continue Playoffs, you can adjust the Game Options (such as Reserves, Game Length, Death Index, etc) before you enter the Passcode, and Continue the Playoffs with those options.

Reserves During Playoff Games

Bones Jackson Sez:

"It is recommended that beginning players turn Reserves off in Playoff games."



"If you Continue Playoffs but turn Reserves Off on the Main Menu before you enter the Passcode, the Playoffs will continue that round with all your players alive."

"For a real challenge, try playing a whole Playoff series with the Reserves on and the Death Index torqued up to Annihilation. It's tough!"

Deaths During Playoffs

When Reserves is on, fatalities occur in Playoff games just like they do in Single Games. But they are more significant in the Playoffs. Star players who die go on the DL (Dismantled List) and are out for the remainder of the Playoffs. So it is possible that by the time you reach the Championship game, your star Receivers, Defensive Linemen, or other position players might be long gone. Even if some of them are still left, you might not be able to field a complete Offense or Defense. If you lose all your Quarterbacks, or if you lose too many players, you forfeit the game you are in and you are out of the Playoffs.

Playoffs Set Up

Set up for a Playoff game is somewhat different than the setup for a single game: You select Quarter Length, One or Two

Players, Reserves On/Off, the Death Index setting, and Game Speed, but the Field is always the Home Team's field and both teams must be from the same Conference. The Galaxy Aces, Maniac All-Stars, and Toxic All-Pros are not available in the Playoffs.

After choosing teams, press **START** to see the first round Playoffs schedule (Wild-Star Playoffs).



Playoff Schedule

At halftime during playoff games, you'll see scores of other games in the Playoff series and perhaps a play from those games. Press any button to get past these.

In a One-Player Playoff game if you lose a Playoff game, you are out of the Playoffs. If you have gotten past the Wild-Star round, however, you can restart a game by selecting Continue Playoffs and entering the appropriate Passcode

In a Two-Player Playoff game the winner of the first round continues to the next round with his victorious team while the other player controls the opposing team. If the first round winner subsequently loses, the playoffs are over. However, you

can restart a game by selecting Continue Playoffs and entering the appropriate Passcode.

PAUSE/TIME OUTS

Press **START** to call up the Game Options screen. This will also Pause the game. To call a Time Out and stop the game clock, press **B**. Of course, you can only call a Time Out if you have at least one remaining. Each team is allowed 3 per half. If you do not wish to call a Time Out or use any of the other Game Options, press **START** again to resume play.

FORFEITS

Mutant League Football games can end in a forfeit. A team forfeits if all its QBs are dead or if it does not have enough players to field a team. Weaker teams are more likely to suffer forfeits, and forfeits are more likely to occur in games with a high Death Index. Note: It is recommended that beginners turn the Reserves option off in the Playoffs.

STATS

Game Stats

The Game Stats Screen appears automatically during halftime or at the end of a game. To scroll through the Game Stats and Personal

STATS	Team 1	Team 2
First downs	6	2
Total yards	18	20
Rushes-Yards	2-4	1-3
Passing yards	0	55
Att-Comp-Int	1-0-0	3-2-0
Sacked-Yds lost	0-0	1-13
Deflections	0	1
Punts +	1-45	0-0
Return yards	14	10



Stats, press the **D-Pad** left/right; to leave the Stats Screens, press **START**. Press the **D-Pad** down to scroll down for more stats.

Three special Mutant League stat categories are Deaths, Kills, and Weenie Hits. Deaths are the number of fatalities a team has suffered from hits by opponents, hazards on the field such as mines, or Nasty Audibles. Kills are given to the hitter when a hit results in a Death, whether it is an opposing player or a Ref. Only Kills made by the defense count in Stats. Weenie Hits are hits that do not result in tackles.

Remember, Deaths for one team don't always equal Kills for the other team.

To leave the Game Stats screen and return to gameplay, press **START**.

Personal Stats

When the Game Stats Screen is up, you can also look at stats for the players on both teams. To look at Personal Stats, press the **D-Pad** left/right to scroll through pages of offensive and defensive stats for each team. Press the **D-Pad** down to scroll down for more stats if you need to.

ALL-STAR					
1/4 - Scroll			2/4 - Scroll of 5 - Defense		
PASSERS		ATT-COMP-INT	YDS	TDS	
Joe Magician	3-	2-0	70	0	
RUSHERS		ATT	YDS	AVG	TDS
Garth	1	5	5.0	0	
RECEIVERS		REC	YDS	AVG	TDS
Garth	1	5	5.0	0	
Scary Ice	1	13	13.0	0	

To return to gameplay, press **START**.

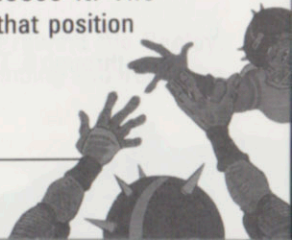
RESERVES

Reserves are Players who don't start a game. Reserve Players can be sent into a game during Play Selection Phase when the Reserves Option is on. They are usually sent in when a Starting Player's Health Bar (shown beneath the player) is low. Circumstances that could lead to Reserve substitutions are a Starting Player's Health Bar being low, when a Player has been killed (substitutions are made automatically when Players are killed, but you might want to send in a different Reserve of your own choice), or just to see how a Reserve plays. Note that when a starting player's Health Bar is very low, the Reserves screens will automatically appear when you return to the Play Selection screen.



To send in reserves:

1. Select the Reserves option on the Play Selection screen. The Reserves screens will then appear. (Note that you can't Pause the game while in Reserves; if you press the **START** button while in Reserves, you will return to the Play Selection screen.)
2. Press the button that corresponds to the letter above a position, **A**, **B**, or **C**, to choose it. The Reserves Roster of players for that position will then appear.



3. If you're on offense, only Offensive Reserves will appear, and when you're on defense, only Defensive Reserves appear. Offensive Reserves are Quarterbacks, Running Backs, and Receivers. Defensive Reserves are Linemen, Linebackers, and Defensive Backs.

4. Press the **D-Pad** left/right to scroll through the Reserves Roster. When you press the button that corresponds to the letter that appears above a player's name (**A**, **B**, or **C**), the player will stand up, and the team coach will give a brief assessment of the player. You can stand up two receivers and three defenders. To sit a player back down, press the button that corresponds to the letter above his head again.

The player's Health Bar will appear directly below the player. Generally speaking, players are listed from best (farthest left) to worst (farthest right). But players to the right might have a few skills higher than have players toward the left.

5. To put in a Reserve player, press the button that corresponds to the letter above his name (**A**, **B**, or **C**) and then press up on the **D-Pad** to return to the Reserves screens. The Reserve who is standing will be sent in.
6. To put in another Reserve player, repeat steps 1 through 5. To exit the Reserves option, press **START**.

***NOTE:** If a player's Health Bar is very low, the Reserves screen will automatically appear the next time the Play Selection screen appears.*

***ANOTHER NOTE:** You may have to sit a player down first before can activate (stand up) another player.*



INSTANT REPLAYS

An instant replay of any play is available immediately after it has occurred, before the start of another play. The Replay will show a portion of the previous play. (If the play was short, the Replay will show the whole thing.) To see an Instant Replay:



Replay Controller

1. Press **START** to call up the Game Options screen, and then press **A** to see the Replay screen.
2. Press and hold the **B** button to watch the play in slow motion, or repeatedly press and release the **B** button to single-step through the action. To watch the replay at normal speed, press the **C** button.
3. To change your viewpoint of an Instant Replay, use the **D-Pad** to scroll around the field, pressing left/right to pan left to right and back, and up/down to pan up and down.
4. Press and hold the **A** button to rewind the Replay. Release the **A** button to stop rewinding and freeze the Replay.



You can rewind and view a Replay as many times as you want to. When you are through with a Replay, press **START** again to return to the action.

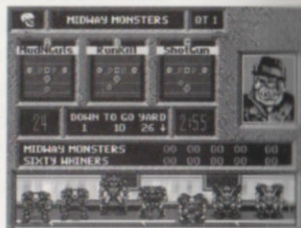
PLAY SELECTION

The art of play selection involves analysis, anticipation, and guessing. At first, probably a lot of guessing. Certain game situations call for certain kinds of plays; you know that, but so does the other guy. Do you do what he expects, or do you try to fool him? Is he strong enough to stop an obvious play? Are you quick enough to pull off a surprise? Is he cunning enough to smell a trick? If you're facing a formation you didn't expect, do you call an Audible or go with what you had planned?

Some plays in Mutant League Football are like plays you've seen in regular football. Some are like nothing you've ever seen anywhere. They'll take some getting used to before you can pull them off in a game situation.

To Select A Play

Press the **D-Pad** left/right to scroll through the different formations on the Formation Selection Bar. Offensive formations are: Shotgun, Impact, Wild, Kicks, MudNGuts, and RunKill. Defensive formations are: Goal Line, Short Zone, Medium Zone, Deep Zone, and Special. When you see the formation you



One Player Play Selection Screen

want, press the button that corresponds to it, **A**, **B**, or **C**. Now you can select a play.

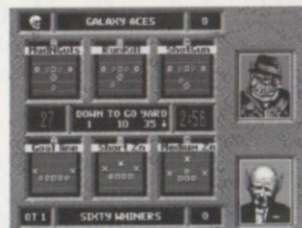
Press the **D-Pad** left/right to scroll through the different plays on the Play Selection Bar; there are several included in each formation type. When you see the play you want, press the button that corresponds to it, **A**, **B**, or **C**. This will select the play.

Example: You are on offense. You want to use a Shotgun formation; you see Shotgun under C so you press the **C** button. Scrolling through the plays, you decide to use Shuttle Right. It is under A so you press the **A** button.

If you decide you don't want to use a certain formation, press the **D-Pad** up *before* you select a play. This will return you to the Formation Selection Bar and you can choose a different formation.

In the One Player Game, you can't go back to the Formation Selection Bar after you have chosen a play, although you can change your play selection by calling an Audible (see Audibles section below) or calling a Time Out to get back to the Play Selection screen.

In the Two Player Game, you can go back to the Formation Selection Bar after you have chosen a play *if* the other player hasn't already chosen a play. Press the **D-Pad** up to call the Play Selection Bar back up. You



Two Player Play Selection Screen



can also change your play selection by calling an Audible (see Audibles section below).

Audibles

You can change your play selection before the snap by calling an Audible. To call an audible, press the **A** button before the ball is snapped; the Audibles dialog will then appear on the screen. See the Audibles section of this manual for more information.

NOTE: You can't call an Audible after selecting a Kicking play.

OFFENSIVE COORDINATION

Color Code

On the Play Selection Bar, Offensive plays are color coded Blue, Green, and Yellow. Each color signifies a particular kind of play:

Blue: Running Plays

Yellow: Passing Plays

Green: Option Plays (Run or Pass)

Abbreviations Used In Offensive Play Descriptions

QB=Quarterback

WR=Wide Receiver(s)

RB=Running Back

TE=Tight End

Shotgun

Designed to pick up long yardage quickly. The QB lines up seven yards behind the center; the long snap gives him extra time to locate an open receiver. The RB is in front of the QB; the WRs line up wide left and right.

ShotGun



DeepGo: A motion left, long yardage play. Receiver B goes into motion left before the ball is snapped and then goes down and in; if the ball is snapped while or before he is in motion, he will run his pattern from wherever he is. Receiver A goes straight out deep and pauses. Receiver C runs to the left sideline, pauses, then continues upfield.

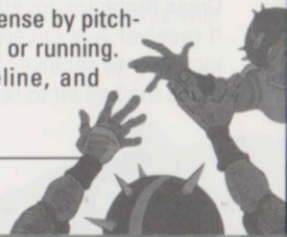
Shuttle Left: Similar to a Draw play, designed to surprise a defense that is expecting a long pass. The QB pitches the ball to the RB, who sprints left to find a hole.

Shuttle Right: A right-handed version of Shuttle Left.

Down 'N Shoot: Designed for long yardage. Receiver B runs a deep pass pattern downfield near the right sideline, receiver A goes downfield and then cuts right, and receiver C is the "dump off" man.

Sideline: A motion play designed to get a quick moderate gain and stop the clock by hitting receiver A and then running him out of bounds.

Option: This play is designed to trick the defense by pitching to the RB who has the option of passing or running. Receiver A will run toward the left sideline, and



receiver B will go downfield and in. The QB will become receiver C and run along the right sideline.

Run 'N Kill

Plays designed for medium to medium-long yardage. They are also intended to get quick first downs and spread out defenses. The QB lines up directly behind the center. The RB will line up behind the QB and will be the "dump off" receiver on passing plays. Run 'N Kill pass plays are intended to be quick release plays in which you find a receiver quickly.



Slash Left: Sweep running play to the left for a short yardage gain. RB looks for an open hole along the left sideline to head up field or get out of bounds. Works best when the defense is expecting a pass, or in a deep or prevent zone.

Slash Right: Sweep running play to the right; otherwise the same as Slash Left.

Bruise Blast: The QB hands off to the RB, who crashes through the line slightly to the right of the middle. Designed for short yardage.

Quick Shot: A motion play that features a quick pass to avoid a strong pass rush, or to exploit a medium or deep zone by throwing underneath the zone. Not a good play against a man-to-man or short zone defense.

Cross Right: Designed to pick up quick yards by hitting receiver A. If receiver A is covered, the passer also has the option of throwing deep to receiver B. Or if both receivers are covered he can dump the ball off to receiver C.

Kill Option: Designed to trick the defense. The QB pitches the ball right to the RB, who can then run or throw, depending on what looks best at the time. The QB becomes receiver C and goes out for a medium-long pass.

Mud 'N Guts

Plays designed for medium yardage. Mud 'N Guts is a clock-control and ball-control formation that tries to keep defenses guessing. The QB lines up directly behind the center, and the RB lines up about five yards behind the QB in a "Short T" formation. The WRs line up wide on the line in a standard spread.



Draw Blood: A trick running play designed to fool the defense into expecting a pass play. After the snap, the Passing Windows will automatically come on, at which point the QB will hand off to the RB.

Slay Action: A pass play masquerading as a run. The receivers go in motion and the QB fakes a handoff to the RB. The QB then fades back to the right looking for a receiver.

Bruise 'Em: The WR blocks rushers to the left, and the Linemen block rushers right and forward. The idea is to create a hole up the middle in wide zones and a hole to the left in standard defenses.

Blade Scream: This motion play can be a long bomb to receiver A or B or a screen pass to the RB. If it is a screen pass, the offensive line will let the defense through to pursue the QB. This will leave receiver C very open on the left side.

Slice Left: A standard sweep left play designed to gain 3 to 5 yards, but it can pick up much more if the defense is in the wrong formation.

Slice Right: The reverse of Slice Left.

Impact

Plays designed for crucial short yardage situation, often near the goal line. Impact plays need big, strong players to work and are geared toward the run, but pass plays are also thrown in to confuse the defense. The offensive line's blocking schemes become complex in an Impact formation, which usually leads to more successful running plays. The QB lines up directly behind the center and the RB lines up about five yards behind the QB; the intent is that the RB will reach maximum forward momentum before he attempts to smash through the line.

Black Flag: A pass play in which receiver B will go in motion prior to the snap, and continue down and in after the snap. Receiver A will go down and out, hoping to block for receiver B. The RB, as receiver C, will attempt to get through the line and head upfield, giving the QB a deep threat option.

Crush Right: A sweep right play designed to gain some short yards. The left TE and left WR will cross block, while the rest of the offense will pull up and block the defense to the left. A good play against a weak defense.

Crush Left: A leftward variation on Crush Right, described above.

Crash 'N Burn: A short run (almost more of a leap) designed to pick up a first down or crash into the endzone for a TD. The QB



hands off to the RB, who will run toward the line at full speed, try to find a gap, and hurdle over the offensive and defensive lines.

Bruise Blast: This motion play is designed around a short, quick run intended to pick up short yardage. The left TE throws the lead block, trying to open a hole for the RB, who follows close behind him.

Meathook: A pass play thrown under a Zone defense. Receiver A goes out about 10 to 15 yards, then hooks back around toward the line of scrimmage. The offense hopes this will keep the defensive back from covering receiver A, ensuring a completion. Receiver B does a standard "down and in", while receiver C will sweep around the right.

Kicks

Punts, Field Goals, and Xtra Points, as well as trick plays that mimic them.

Punt: A fourth down play used to turnover the ball deep in enemy territory.

Fake Punt: A pass play disguised as a punt to fool the defense. The Punter acts as QB after the snap. This is a very risky play, given the passing ability of most Punters.

Field Goal: When you're too far away to score a touchdown, think about kicking a Field Goal for a quick three points.

Fake Field Goal: A trick play, trying to set up a pass when the defense is set up to block a Field Goal. The QB will roll back upon receiving the snap with the Kicker (receiver C) behind him. Receiver A and B will run short, crisp routes toward the sidelines.





Xtra Point: The point after a TD. The kicking team will line up on the 2 yard line. A high percentage play, but not necessarily an automatic one.

2 Point Run: The offense sets up for an Xtra Point Kick after a TD, but is actually setting up to run for a 2 Point Conversion.

2 Point Pass: Same as a 2 Point Run, but set up to pass for a 2 Point Conversion. The ball is snapped to the QB, whereupon the play becomes a pass play (i.e., press C to call up the passing windows).

Wild

Trick plays in a variety of formations, designed to fool defenses and create "Big Play" situations—quick TDs, long yardage, or crucial first downs. Shown as the question mark in the Play Selection screen.

Deathbone: The QB rolls out left on the bootleg, with the RB behind him to the left. The QB will have three options: Run with the ball; pitch to the RB (receiver C); or pass deep to receivers A or B. The RB follows the QB downfield, and the QB pitches to him by pressing C.

Rad Reverse: The QB takes the snap and pitches to the RB, who sweeps left and pitches to the left WR, who in turn sweeps right causing the defense to change its pursuit from left to right. The QB and RB block for the WR, theoretically opening a path downfield.

Blud Right: The QB will roll back, while the receivers head out on routes toward the right. This will split the defense and should allow one or more of the receivers to be open.

Razzle Dazzle: A trick running/pass/motion play. The QB pitches the ball to the RB, hoping to draw the defense into run pursuit. The RB then pitches the ball back to the QB, who will look for open receivers downfield. The receivers run long, medium, and short routes to spread out the defense.

Terror Screen: This motion play is designed to pick up long or short yardage, depending on what formation the defense is in. Receiver C heads for the right sideline and waits for a screen pass. Receiver B will head downfield, hoping to get open for a long pass, as receiver A goes down and in.

Hail Scary: A "miracle" motion play, trying to score in a big fat hurry. The QB drops back deep while the receivers go straight out and head for the end zone. The QB then throws the long bomb and hopes one of his own guys comes down with the ball.

QB Sneak: A safe play for picking up a yard, maybe more if the defense is spread out. The offensive line will surge forward at the snap; the QB will be right behind and dive forward. This is very hard on your poor QB, so use it sparingly if he's wimpy or his health is low.

Bribe Ref: A Deathbone play with a nasty little secret. While the defense isn't looking, the offense slips the Ref a little moolah to start calling the game in their favor. He will call fake penalties only when it will benefit the team that bribed him, and will only call three faked penalties until he goes back to calling the game evenly. If both teams choose Bribe Ref, but not on the same play, the Ref will call plays to the advantage of the team that bribed him most recently. If both teams choose Bribe Ref on the same play, the Ref will call plays to the Home team's advantage.

(Don't always trust a bribed Ref; he may be so stupid that he forgets he's been bribed.)

DEFENSIVE COORDINATION

Color Coding

On the play selection bar, Defensive plays are color coded Blue, Yellow, and Green. Each color signifies a different kind of play:

Blue: Anti-run plays, mostly Blitzes.

Yellow: Anti-pass plays.

Green: Read plays; the defense "reads" the offense and so can react to either pass or run plays.

Abbreviations Used In Defensive Play Descriptions

CB=Cornerback

RCB=Right Cornerback

LCB=Left Cornerback

QB=Quarterback

RB=Running Back

LLB=Left Linebacker

MLB=Middle Linebacker

RLB=Right Linebacker

FS=Free Safety

RE=Right End

Note on Defensive Play Descriptions

Plays are described from the team's perspective. That is, the Right End is on the left side of the field, the Left Linebacker is on the right side of the field, etc.

Note on Zone Defenses

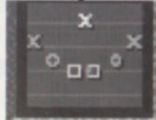
In zone coverage, the defender is responsible for a particular area of the field, covering any receiver who enters his "zone". Once the QB throws the ball to a receiver, all available defenders will converge on the Zone the receiver is in. If two receivers enter a Zone, the defender will always cover the deeper man, and the defender in the neighboring Zone will play at the edge of his Zone until the ball is thrown, whereupon he will enter the other zone and converge on the receiver.

Zone defenses can get fairly complex, but they work well for medium rated to low rated defenses that can't cover receivers man-to-man, against the "Big Play", and when there is a lot of field to cover.

Deep Zone

The defense is anticipating a pass of more than 20 yards, and the defensive backfield lines up farther back from the line than usual. They will give up short gains, concentrating on preventing a long gain.

Deep Zn



Blitzkrieg: An all-out blitz, with everyone but the CBs blitzing in an attempt to get to the QB before he can find a receiver. Risky, but effective if you have a speedy defense. Usually less effective against a Shotgun formation.

Crash Tight: Man-to-man, anti-pass and anti-run, bump and run defense. The defensive Corner Backs "bump" the receivers at the start of the play, thus slowing them down, while the defensive line rushes the QB.

Wide Zone: Anti-pass and anti-run defense. The field is covered horizontally as well as vertically; the Zones overlap slightly to provide double coverage if necessary. Perfect against screen passes and sideline down-and-outs. The five-yard gap between the line and the LBs is the weakspot of this defense.

Deep Zone 1: Double coverage defense designed to prevent passes of 20 yards or more; Safety covers the middle.

Deep Zone 2: Double coverage defense that concedes a short gain to prevent a long gain; short passes to the middle are open.

Medium Zone

The defense is anticipating a pass of less than 20 yards, with the defensive backfield lining up a little farther back than usual behind the line.



Mash Blitz: Massive rush to stop the run. Against the pass, however, if your defenders don't get to the passer before he finds an open receiver, you're in trouble.

Tight Man: A good play if you have a good team. A fierce pass rush to hurry the QB combined with man-to-man coverage on all receivers.

Bump 'N Stun: A good play if you are protecting 20 yards or less. Linebackers bump the receivers at the line, then wait to cover the short zones left and right, with tight man-to-man on the receivers and a pass rush to harass the QB.

Kill Wide: Prevents the short-to-medium pass, concentrating on the horizontal over the vertical. Effective against sweeps, rollouts, and screens. Less effective if both receivers go deep.

Kill Deep: Concedes the short pass to prevent a long one. The defensive line doesn't rush the passer, but tries to contain him in the pocket, but will react to the run or short pass up the middle.

Short Zone

Primarily used for short and medium pass coverage (10 yards or less), but also contains a strong defense against the run. A four man line puts heavy pressure on the RB and QB while three backfield defenders play the pass.



Man Left: A sweeping defense that bets (heavily) that the next offensive play will be toward the left. If the defense has guessed right, almost any pass or run will be shut down. If the offense goes right, however, it will probably succeed.

Man Right: The reverse of Man Left.

Blud Blitz: The primary intent of this blitz is to sack the QB. The defensive line will pass rush hard, while the CBs blitz the QB or RB. The RE falls back and provides good short pass coverage with the FS.

Full Zone: A basic Zone defense covering medium to long pass plays. The weak area of this formation is defending short right passes.



Short Zone: A good Zone defense against the short-to-medium pass and the run up the middle, when the offense needs to gain 5-to-10 yards. It should keep the QB contained in the pocket and shut down slow-developing running plays.

Goal Line



Goal Line defenses are designed to stuff the run or short pass. This formation uses five Defensive Linemen to create a wall against runs while two backfield defenders guard against the pass. This formation uses the toughest and strongest defensive players a team has.

Guts Right: Designed to stop any run going to the right. Short passes and rollouts to the right are easily defended, but long passes or anything to the left will become an immediate problem since the left side is lightly covered.

Guts Left: Guts Right (above) in reverse.

Guts Blitz: This defense sends five men at the RB or QB in a deadly Blitz. Pass coverage is fair up to 15 yards, and most running plays will be stopped cold.

Blud Man: A goal line version of the Tight Man defense, this is a good play when the offense is in the defense's "Red Zone", within 15 yards of the goal line. Blud Man is also a good counter for 2 Pt Conversion plays or Fake Field Goals.

Blud Zone: A sound short-to-medium pass defense which also focuses on stopping the run. The defensive line plays to contain the QB, except for the RE, who will blitz.

Special

Special Team plays, such as Blocking a Punt, Blocking a Field Goal, etc.

Punt Return: Field and return a punt. The defensive team's best rated Back will be positioned deep in the backfield to receive the punt, while the defensive line rushes the Punter. **Note:** Any Defense will read a Punt formation and send a man deep to field the punt, even in the case of a Fake Punt.

Punt Block: Defenders attempt to block opponent's punt. All players blitz the punter, who must get the kick off very fast to avoid the rush. Defenders need to have their hands up and dive or tackle to be effective.

Field Goal Block: The defense tries to Block a Field Goal or Xtra Point attempt. Players who are attempting to block must have hands up or make a direct hit.

Bribe Ref: Give generous assistance to a needy, underpaid Ref; in return, he will call fake penalties against your opponent. The Ref will call fake penalties only when it will directly benefit the team that bribed him, such as when the offense makes a major gain that doesn't result in a score. The Ref will only call three faked penalties until he goes back to calling the game

evenly. If both teams choose Bribe Ref, but not on the same play, the Ref will call plays to the advantage of the team that bribed him most recently. If both teams choose Bribe Ref on the same play, the Ref will call plays to the Home team's advantage.

Prevent: Prevent uses elements of Man and Zone defenses to prevent Xtra Point Fakes and Punt Fakes. This play will *not* block an Xtra Point kick.

Deep Prevent: This defense concedes a short gain to prevent a long one, with the defensive backfield lining up very deep. Deep Prevent is customarily used late in the game when the defensive team has a big lead and the offense is out of scoring position.

AUDIBLES

Both the defense and offense can change their play selection at the line of scrimmage before the ball is snapped. This can be motivated by an unexpected defensive or offensive set by your opponents, by a devious attempt to confuse or surprise the other team, or just because you like to play with the buttons on your controller.

To call an Audible, press **A** at the line before the snap. If you're playing offense, you can call an Audible any time before the play clock runs out. If you're playing defense, you must call an Audible before the offense snaps the ball.

When the Audible box appears, press **A** to call a Running play audible, press **B** to call a Passing play audible, or press **C** to call a Nasty Audible. Every team has its own set of Nasty Audibles, as listed at the end of this section.

This Audible box appears above the selected player. If the selected player is not on screen -- for example, if a formation places him far back from the line of scrimmage -- the Audible box will not be on screen, either. You may want to press the **B** button a few times to cycle through the players and designate a different selected player before you call the audible and ensure that the Audible box is visible.

OFFENSIVE AUDIBLES

- A** Run
- B** Pass
- C** Nasty

Running Plays

- A** Reverse of running or passing play originally called
- B** Shuttle Left; same as the Shotgun play
- C** Crash 'N Burn; same as the Impact play

Passing Plays

- A** Slay Action; same as the Mud N Guts play
- B** Hail Scary; same as the Wild play
- C** Deathbone; same as the Wild play



Nasty Plays

- A** Nasty Audible 1
- B** Nasty Audible 2
- C** Nasty Audible 3 (Kill Ref)

DEFENSIVE AUDIBLES

- A** Run Defense
- B** Pass Defense
- C** Nasty

Run Defense

- A** Guts Blitz (same as the Goal Line play)
- B** Man Left (same as the Short Zone play)
- C** Man Right (same as the Short Zone play)

Pass Defense

- A** Full Zone (same as the Short Zone play)
- B** Bump 'n Stun (same as the Medium Zone play)
- C** Kill Deep (same as the Medium Zone play)

Nasty

- A** Nasty Audible 1
- B** Nasty Audible 2
- C** Nasty Audible 3 (Kill Ref)

NASTY AUDIBLES

Nasty Audibles are low, twisted, and evil tactics, the sickest sort of behavior imaginable, and an unpardonable affront to common decency. Naturally, the fans love them, but not as

much as the players do. They are intended to screw up opponents, or, if that doesn't work, to kill them. Each team has its own set of Nasty Audibles, and each Nasty Audible is usable only once per half. Each Teams' Nasty Audibles are listed in the Team Discriptions section which immediately follows this section.

Offense

Pass Blast – The Quarterback gets 5 dynamite bombs to throw that disable players. Press **B** to throw them.

Bomb – The QB rigs the ball to explode, killing whoever catches it. Press **C** to call up Passing Windows, press **A**, **B**, or **C** to choose the receiver and throw the ball. At the last minute, run away so the defense can try to intercept, and KA-BLAM!

Run Blast – Quarterback pitches the ball to a Running Back, who then has five dynamite bombs to throw at potential tacklers and disable them. Press **B** to make the RB throw a bomb.

Rumble Fumble – The Quarterback intentionally fumbles a ball rigged to explode, bouncing toward the defensive linemen; it will explode if it is touched.

Rocket Pack – Player is equipped with personal Rocket Pack. Igniting it gives long yardage. Crossing the goal line under Rocket Pack power counts as a score.

Super Speed – The ball carrier runs at greatly increased speed as soon as he is in full possession of the ball. If the QB



scrambles instead of handing off the ball, he will gain Superspeed as soon as he crosses the line of scrimmage. Super Speed wears off after a few seconds.

Super Strength – The ball carrier has enhanced strength for a few seconds as soon as he is in full possession of the ball. He will now be able to break tackles more easily. If he presses the **B** button to punch a defensive player, it will do super-damage.

Kill Ref – Unlike other Nasty Audibles, this one can be called as often as you like. Every team has this Nasty Audible, which is the realization of a popular fantasy. All your players rush over to the Ref and liquidate him. Effective rehabilitation for a bribed official. When the SEGA Genesis controls the team calling Kill Ref, the player controls the Ref. If you run the Ref out of bounds, the Kill Ref play is broken-up and the attacking team is called for Ref Bashing. *In a two-player game*, the player who didn't call the Kill Ref play controls the Ref with the **D-Pad** when the play is called. If the Ref runs out of bounds before the attacking team can get to him, he won't get killed and the offending team is called for Ref Bashing.

Invisibility — Whoever receives the ball from the Quarterback becomes Invisible. His position will still be marked by a circles and crossbones, but he will be harder to hit and immune to Mines.

Skunk — The dietary equivalent of chemical warfare. Runner flatulates up to 5 times in the general direction of pursuers, disabling them. Press **B** to activate this play.

Confusion – Make defensive players move in reverse; for example, running away from the QB instead of blitzing him.

Defense

QB Smash — Kill the Quarterback before the snap. This will always result in a 5 yard penalty for QB Bashing.

Electrocute – A defensive player is charged with a heavy dose of static electricity; the offensive ball carrier will fumble the ball if the charged defender touches him.

Blackout – Blanks out the Quarterback's passing windows. He can still pass, but he can't be sure if his receivers are open.

Confusion – Make offensive players move in reverse. For example, if the QB tries to fade back into the pocket, he will move forward into the line instead.

Ghosts – The entire defense becomes invisible as soon as the ball is snapped.

Super Speed – The defender nearest the ball runs at greatly increased speed.

Super Strength – A defensive player has Super Strength for the duration of the play. This will make his hits much harder

Bones Jackson Sez:

"Don't waste your Nasty Audibles! You get to use each of them only once per half."



and more punishing. Press **B** to give Super Strength to the defender nearest the ball.

Kill Ref – Same as the Offensive Nasty Audible Kill Ref.

Players under the effect of some Nasty Audible will be surrounded by what appear to be either the surging orbital electrons of a powerful atom or flies. These Nasty Audibles are: Super Speed, Super Strength, and Electrocute.



Player with nasty audible aura

Which Teams Have Which Nasty Audibles?

In the following table, O indicates Offensive Audibles and D indicates Defensive Audibles.

Darkstar Dragons	O: Bomb, Super Speed, Kill Ref D: Blackout, Super Strength, Kill Ref
Deathskin Razors	O: Bomb, Super Speed, Kill Ref D: Confusion, Super Strength, Kill Ref
Galaxy Aces	O: Pass Blast, Super Strength, Kill Ref D: Electrocute, Super Speed, Kill Ref
Icebay Bashers	O: Rumble Fumble, Rocket Pack, Kill Ref D: Blackout, Ghosts, Kill Ref
Killer Konvikts	O: Rumble Fumble, Rocket Pack, Kill Ref D: QB Smash, Super Speed, Kill Ref
Maniac All-Stars	O: Pass Blast, Super Strength, Kill Ref D: QB Smash, Super Speed, Kill Ref

Midway Monsters	O: Confusion, Super Strength, Kill Ref D: Confusion, Super Speed, Kill Ref
Misfit Demons	O: Run Blast, Super Strength, Kill Ref D: Confusion, Ghosts, Kill Ref
Psycho Slashers	O: Bomb, Super Speed, Kill Ref D: QB Smash, Super Strength, Kill Ref
Rad Rockers	O: Confusion, Rocket Pack, Kill Ref D: Blackout, Super Speed, Kill Ref
Road Warriors	O: Rumble Fumble, Super Speed, Kill Ref D: QB Smash, Super Speed, Kill Ref
Screaming Evils	O: Pass Blast, Super Speed, Kill Ref D: Electrocute, Super Strength, Kill Ref
Sixty Whiners	O: Confusion, Invisibility, Kill Ref D: Blackout, Super Strength, Kill Ref
Slaycity Slayers	O: Confusion, Rocket Pack, Kill Ref D: Electrocute, Ghosts, Kill Ref
Terminator Trolz	O: Skunk, Super Strength, Kill Ref D: QB Smash, Super Strength, Kill Ref
Toxic All-Pros	O: Run Blast, Super Speed, Kill Ref D: Electrocute, Super Strength, Kill Ref
Turbo Techies	O: Rumble Fumble, Rocket Pack, Kill Ref D: Electrocute, Super Speed, Kill Ref
Vile Vulgars	O: Pass Blast, Super Strength, Kill Ref D: QB Smash, Super Strength, Kill Ref
War Slammers	O: Run Blast, Super Strength, Kill Ref D: Electrocute, Ghosts, Kill Ref

TEAM SCOUTING

Descriptions & Ratings

(MC designates Maniac Conference teams; TC designates Toxic Conference teams.)

Galaxy Aces

Overall Team Rating: 1st

Offensive Rating: 1st

Defensive Rating: 1st



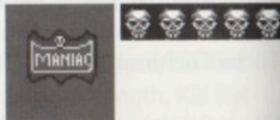
The best players in both conferences of the Mutant Football League play on the Aces. Vicious Blitzers and Backs are the foundation of their defense, and on offense their passing is almost flawless. Prominent players are future Hole of Flame inductees and past Hall of Justice escapees Bones Jackson and Joe Magician. Their reserves lack the speed of their starters, but they're strong and intimidating in most other areas of the game.

The Maniac All-Stars (MC)

Overall Team Rating: 2nd

Offensive Rating: 3rd

Defensive Rating: 2nd



Made up of the clotted cream of the Maniac Conference, this team has a slightly weaker running game than the Galaxy Aces or the Toxic All-Pros, but their receivers are second to none and they have the perfect QB in Joe Magician. Getting anything through their pass defense is like trying to throw a magnetized watermelon through an asteroid belt. Their special teams and blitzers are the best there are.

Toxic All-Pros (TC)

figure 39 All-Pros logo

Overall Team Rating: 3rd

Offensive Rating: 2nd

Defensive Rating: 3rd



The picks of the Toxic Conference litter. The All-Pros have powerful runners, and their hard-hitting Linebackers more than make up for their slightly slow-footed Linemen. Defenders Cabaal and Shocken shuffle defenses like marked cards and deal out dead man's hands.

War Slammers (TC)

Overall Team Rating: 4th

Offensive Rating: 7th

Defensive Rating: 4th



Slammers hit like freight trains and blitz like tornados; some scouts say this defense wins their games. But their bomb throwing quarterback Warhog and swift runners shouldn't be overlooked. Their offense is rougher than some defenses.

Misfit Demons (MC)

Overall Team Rating: 5th

Offensive Rating: 8th

Defensive Rating: 5th



The Demons have blindingly fast runners and receivers, tough and intelligent defenders, and sure-handed passers. But their bench is not deep and opponents can key on their special teams with damaging effects.

Darkstar Dragons (MC)

Overall Team Rating: 6th

Offensive Rating: 4th

Defensive Rating: 6th



These reptilian roustabouts have the greatest passing QB ever to play the game, Joe Magician, and a legendary receiver, Scary Ice, to pull in Joe's perfect passes. The Dragon's defense is controlled and punishing, and is especially potent against the pass.

Deathskin Razors (TC)

Overall Team Rating: 7th

Offensive Rating: 5th

Defensive Rating: 7th



The slashing all-Skeleton Razors depend on their python-armed QB, The Snake, to lead them to victory. He is ably assisted by a versatile offense, a merciless defense, and the occasional bribed official. Injuries may keep players on the bench, but death doesn't.

Midway Monsters (TC)

Overall Team Rating: 8th

Offensive Rating: 14th

Defensive Rating: 8th



The Monsters live and die by their running game (those who aren't already dead, that is), with megastar RB Bones Jackson and The Bridge, and scrambling punked-out QB Grim McSlam. Their defense takes inhuman delight in punishing opponents. This team is coached by the mythological Coach Bricka.

Slaycity Slayers (MC)

Overall Team Rating: 9th

Offensive Rating: 10th

Defensive Rating: 10th



Although they're rough-edged street fighters, the Slayers are also a well-rounded team. They feature above average special teams and a universally feared blitzler, K.T. Slayer, The Dark Knight of the Soulless. Their knack for causing turnovers is remarkable.

Terminator Trolz (MC)

Overall Team Rating: 10th

Offensive Rating: 11th

Defensive Rating: 11th



The Trolz' brutal homefield is in some respects their most valuable player. But that comment takes nothing away from the balanced attack and tough defense of this all-Troll team. The Puke brothers, Mo and Spew, form the terrifying defensive tandem known as the Pukes of Bio-Hazard. If the Trolz have a glaring weakness, besides spelling, it could be their thin reserves. The team is coached by the incendiary Coach Dante N. Ferno.

Turbo Techies (MC)

Overall Team Rating: 11th

Offensive Rating: 9th

Defensive Rating: 13th



The all-Robot Techies are a well oiled scoring machine, both figuratively and literally, with high voltage receivers plugged into hi-tech passers, and an industrial-strength offensive line.

Their defense tends to be more conservative, though, and their special teams and reserves are average at best. The flaw in this team's design is that they can't take a lot of hits.

Psycho Slashers (MC)

Overall Team Rating: 12th

Offensive Rating: 12th

Defensive Rating: 12th

The all-Alien Slashers are the fastest team in the league both offensively and defensively. Their quarterback lacks mobility, but is an adequate passer. Their defensive line is solid. And look out for their receivers – they dive and catch with the best of 'em.



Rad Rockers (TC)

Overall Team Rating: 13th

Offensive Rating: 6th

Defensive Rating: 14th (tied with Icebay

Bashers)Offensively, the Rockers depend on their fearless receivers since they lack a speedy ground game or scrambling QB. Defensively, their cornerbacks have speed to burn, they have a solid corps of Linebackers, but their real defensive star is L.T. Impaler, the best linebacker in the league. Their reserves, however, are mediocre.



Vile Vulgars (TC)

Overall Team Rating: 14th

Offensive Rating: 17th

Defensive Rating: 9th

Without their ferocious running game, the Vulgars would rate



even lower offensively. Weak passing QBs and poor pass coverage keep the VV's grounded. But they enjoy defense more than offense, anyway; their fondness for late hits and cheap shots makes them the most penalized team in the galaxy.

Icebay Bashers (TC)

Overall Team Rating: 15th

Offensive Rating: 13th

Defensive Rating: 14th (tied with Rad

Rockers)Led by a quality passer, Dark Star, and an infamous coach, Iced Bodies, the Bashers play a bruising style of offensive football. They play a bruised style of defense, however, too often giving up the big play. Their running game is likewise suspect.



Screaming Evils (MC)

Overall Team Rating: 16th

Offensive Rating: 16th

Defensive Rating: 16th

Two players carry the Screaming Evils on their scaly backs: All-Star scrambling QB The Razor Kid, and homicidal ace pass rusher Reggie Fright. The quality of their play often inspires their teammates to heights (and depths) they couldn't reach otherwise, but that isn't always enough.



Road Warriors (TC)

Overall Team Rating: 17th

Offensive Rating: 15th

Defensive Rating: 18th

The all-Super-Human Roadies have the game's best receiver,



The Slicer, but lack a top-notch passer for him to receive from. They have a punishing and crafty defense, however, that can make opponents suffer.

Killer Konvikts (MC)

Overall Team Rating: 18th

Offensive Rating: 18th

Defensive Rating: 17th

The all-convict Kons learned to play dirty early in their youth and show no signs of rehabilitation under the tutelage of their coach, The Warden. Their offense revolves around two mammoth runners and the long bomb. Their defense is pretty unimaginative, but it can still put some eternal hurt on opponents.



Sixty Whiners (TC)

Overall Team Rating: 19th

Offensive Rating: 19th

Defensive Rating: 19th

The name of this disjointed all-Skeleton team says it all: Sixty players who whine more than a litter of lap dogs, and their feckless Coach McWhimple sets the tone. Their short passing game lasts only as long as their fragile receivers do, which isn't long, and their running game is a clinic in turnovers. Their defense, which has a tendency to disintegrate under pressure, can hold opponents down to 70 points on a good day.



PLAYER RATINGS

Player Ratings are broken down by teams and position; teams are listed alphabetically. Players are rated on a scale from 1 to 15.

Key to Player Ratings

POSITION ABBREVIATIONS

QB1	First Quarterback	RLB	Right Linebacker
QB2	Second Quarterback	MLB	Middle Linebacker
		LLB	Left Linebacker
HB1	First Halfback		
HB2	Second Halfback	RCB	Right Corner Back
FB	Fullback	LCB	Left Corner Back
		FS	Free Safety
WR1	First Wide Receiver		
WR2	Second Wide Receiver	K	Kicker
TE	Tight End	P	Punter
RE	Right End	RSV	Reserve
NT	Nose Tackle		
LE	Left End		

Categories

Position (POS): A player's position.

Speed (SPD): A player's running speed.

Pass Range (PR): How far a QB can throw.

Pass Accuracy (PA): The accuracy with which a Quarterback can throw to intended receivers.

Energy (EN): A player's stamina.

Hands (H): A player's catching ability.



Tackle Breaking (TB): A player's ability to break free from a tackle.

Pass Blocking (PB): Line Smasher's ability to protect passing plays.

Run Blocking (RB): Offensive Linemen's ability to protect running plays.

Tackling (TK): A player's ability to tackle an opponent

Wounding (W): How hard a player hits and how much damage he does.

Pass Defense (PD): Defensive ability to prevent passes.

Range (RNG): How far a kicker or punter can kick

Accuracy (AC): How accurately a kicker or punter can kick.

NOTE: The names of Toxic All-Pros, Maniac All-Stars, and Galaxy Aces players are in italics.

ANOTHER NOTE: Reserve players and Offensive Linemen all have the same abilities at their position on a team. That is, all the reserve Runners on the Darkstar Dragons have the same Speed, Energy, etc, and all the Offensive Linemen on the Rad Rockers all have the exact same abilities. So instead of being listed by name like other players are, Reserves and Offensive Linemen are listed as All.

DARKSTAR DRAGONS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
<i>Joe Magician</i>	QB1	13	15	15	15
Tongue	QB2	13	12	12	10
All	RSV	7	6	9	5

Runners

	POS	SPD	H	TB	EN
Crunch	HB1	9	11	8	12
Koch	HB2	7	4	4	10
<i>Ratbone</i>	FB	7	14	14	13
All	RSV	5	6	5	10

Receivers

	POS	SPD	H	TB	EN
<i>Scary Ice</i>	WR1	12	15	12	13
<i>Kaylor</i>	WR2	12	12	14	10
Clones	TE	6	10	6	10
All	RSV	6	9	3	5

Offensive Linemen

	SPD	PB	RB	EN
All	7	13	12	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
<i>Half Nelson</i>	RE	10	13	14	13
Smother	NT	5	10	10	10
Pagan	LE	8	9	7	10
All	RSV	5	7	5	10

Linebackers

	POS	SPD	TK	W	EN
Keena	RLB	12	12	7	10
Scaley	MLB	8	10	10	10
Drillin	LLB	8	9	4	10
All	RSV	5	5	5	5

Defensive Backs

	POS	SPD	TK	W	EN
Grizzly	RCB	14	7	10	10
Mckyll	LCB	13	8	10	10
<i>Blood Clot</i>	FS	14	10	10	15
All	RSV	7	5	7	10

Special Teams

	POS	SPD	RNG	AC	EN
Shanker	K	14	12	15	10
Yanker	P	14	11	13	10



DEATHSKIN RAZORS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Snake	QB1	13	15	15	13
Nuke	QB2	7	13	13	10
All	RSV	3	12	11	10

Runners

	POS	SPD	H	TB	EN
Rippen	HB1	13	10	10	13
Jason	HB2	10	10	10	13
Sycotic	FB	8	13	7	10
All	RSV	7	5	5	5

Receivers

	POS	SPD	H	TB	EN
Deadhead	WR1	12	13	5	13
D.Compose	WR2	10	10	8	10
Graves	TE	7	10	5	10
All	RSV	6	10	6	6

Offensive Linemen

	SPD	PB	RB	EN
All	10	13	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Toxin	RE	10	10	10	10
Cabal	NT	5	13	13	13
D.Kay	LE	9	8	10	10
All	RSV	6	5	5	10

Linebackers

	POS	SPD	TK	W	EN
Hoagie	RLB	10	8	12	10
Madman	MLB	12	13	13	13
Exorcist	LLB	8	10	13	10
All	RSV	6	5	5	10

Defensive Backs

	POS	SPD	TK	W	EN
Lou Cifer	RCB	15	10	10	13
Viper	LCB	15	9	10	10
Executer	FS	13	10	10	10
All	RSV	10	9	5	5

Special Teams

	POS	SPD	RNG	AC	EN
Dryrott	K	13	12	13	13
Snot	P	6	11	6	10

GALAXY ACES



OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Joe Magician	QB1	13	15	15	15
Snake	QB2	13	15	15	13
All	RSV	3	12	11	10

Runners

	POS	SPD	H	TB	EN
Bones Jackson	HB1	15	15	13	13
Panzer	HB2	10	10	10	12
Ratbone	FB	7	14	14	13
All	RSV	7	1	10	10

Receivers

	POS	SPD	H	TB	EN
Slicer	WR1	15	13	15	13
Kaylor	WR2	12	12	14	10
Bravo	TE	10	12	13	12
All	RSV	8	10	14	10

Offensive Linemen

	SPD	PB	RB	EN
All	10	13	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Half Nelson	RE	10	13	14	13
Reggie Fright	NT	13	13	15	12
Bent	LE	12	12	12	12
All	RSV	5	7	5	10

Linebackers

	POS	SPD	TK	W	EN
Docken	RLB	13	15	13	10
Madman	MLB	12	13	13	13
K.T. Slayer	LLB	15	15	15	13
All	RSV	5	10	10	10

Defensive Backs

	POS	SPD	TK	W	EN
Lou Cifer	RCB	15	10	10	13
Lepuke	LCB	14	10	10	15
Blood Clot	FS	14	10	10	15
All	RSV	8	8	10	10

Special Teams

	POS	SPD	RNG	AC	EN
Shanker	K	14	12	15	10
Yanker	P	14	11	13	10

ICEBAY BASHERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Darkstar	QB1	8	14	12	10
H. Thermia	QB2	11	6	9	7
All	RSV	3	9	9	7

Runners

	POS	SPD	H	TB	EN
Pirahna	HB1	9	11	9	10
The Nail	HB2	3	4	14	14
Taylor	FB	6	7	7	10
All	RSV	3	4	6	8

Receivers

	POS	SPD	H	TB	EN
Dare	WR1	10	12	7	12
Bowser	WR2	9	10	11	11
Fracture	TE	7	10	6	6
All	RSV	7	9	1	5

Offensive Linemen

	SPD	PB	RB	EN
All	10	13	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Allcridge	RE	10	6	6	10
Concussion	NT	8	5	4	10
M. Damage	LE	4	11	9	11
All	RSV	5	4	2	7

Linebackers

	POS	SPD	TK	W	EN
The Robber	RLB	11	11	5	12
Bonelick	MLB	10	6	3	10
Crashsky	LLB	4	10	10	14
All	RSV	6	3	3	5

Defensive Backs

	POS	SPD	TK	W	EN
Jackknife	RCB	14	8	10	11
Acid	LCB	13	8	8	11
B.L. Zero	FS	11	8	8	9
All	RSV	10	8	4	4

Special Teams

	POS	SPD	RNG	AC	EN
Cool Kick	K	10	11	10	8
Plotz	P	10	11	10	8

KILLER KONVICTS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Bloodman	QB1	8	14	12	10
Butler	QB2	11	6	9	7
All	RSV	3	9	9	7

Runners

	POS	SPD	H	TB	EN
The Butcher	HB1	9	11	9	10
Lizzy	HB2	3	4	14	14
Speck	FB	6	7	7	10
All	RSV	3	4	6	8

Receivers

	POS	SPD	H	TB	EN
Slash	WR1	10	12	7	12
Bowser	WR2	9	10	11	11
Fracture	TE	7	10	6	6
All	RSV	7	9	1	5

Offensive Linemen

	SPD	PB	RB	EN
All	10	13	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Allcridge	RE	10	6	6	10
Concussion	NT	8	5	4	10
M. Damage	LE	4	11	9	11
All	RSV	5	4	2	7

Linebackers

	POS	SPD	TK	W	EN
The Robber	RLB	11	11	5	12
Bonelick	MLB	10	6	3	10
Crashsky	LLB	4	10	10	14
All	RSV	6	3	3	5

Defensive Backs

	POS	SPD	TK	W	EN
Jackknife	RCB	14	8	10	11
Acid	LCB	13	8	8	11
B.L. Zero	FS	11	8	8	9
All	RSV	10	8	4	4

Special Teams

	POS	SPD	RNG	AC	EN
Cool Kick	K	10	11	10	8
Plotz	P	10	11	10	8



MANIAC ALL-STARS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
<i>Joe Magician</i>	QB1	13	15	15	15
<i>The Razor Kid</i>	QB2	15	15	8	15
All	RSV	7	6	9	5

Runners

	POS	SPD	H	TB	EN
<i>Gorth</i>	HB1	12	10	13	12
<i>Butcher</i>	HB2	10	10	14	14
<i>Ratbone</i>	FB	7	14	14	13
All	RSV	5	6	5	10

Receivers

	POS	SPD	H	TB	EN
<i>Scary Ice</i>	WR1	12	15	12	13
<i>Kaylor</i>	WR2	12	12	14	10
<i>Phlegm</i>	TE	13	14	7	15
All	RSV	13	9	5	10

Offensive Linemen

	SPD	PB	RB	EN
All	7	13	12	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
<i>Half Nelson</i>	RE	10	13	14	13
<i>Reggie Fright</i>	NT	13	13	15	12
<i>Spew Puke</i>	LE	11	14	14	10
All	RSV	5	7	5	10

Linebackers

	POS	SPD	TK	W	EN
<i>Colon</i>	RLB	9	13	12	15
<i>Bonecrush</i>	MLB	13	11	13	15
<i>K.T. Slayer</i>	LLB	15	15	15	13
All	RSV	5	10	10	10

Defensive Backs

	POS	SPD	TK	W	EN
<i>Belcher</i>	RCB	14	10	10	15
<i>Lepuke</i>	LCB	14	10	10	15
<i>Blood Clot</i>	FS	14	10	10	15
All	RSV	9	7	7	10

Special Teams

	POS	SPD	RNG	AC	EN
<i>Shanker</i>	K	14	12	15	10
<i>Yanker</i>	P	14	11	13	10

MIDWAY MONSTERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
<i>Grim Mcslam</i>	QB1	10	12	10	6
<i>T. Sacks</i>	QB2	7	7	2	10
All	RSV	5	3	3	10

Runners

	POS	SPD	H	TB	EN
<i>Bones Jackson</i>	HB1	15	15	13	13
<i>The Bridge</i>	HB2	5	5	15	11
<i>Mendy</i>	FB	8	5	5	10
All	RSV	5	5	5	5

Receivers

	POS	SPD	H	TB	EN
<i>W. Bolt</i>	WR1	11	11	3	10
<i>McCrash</i>	WR2	8	15	12	12
<i>Sky</i>	TE	6	10	5	10
All	RSV	7	8	5	5

Offensive Linemen

	SPD	PB	RB	EN
All	7	8	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
<i>Clampton</i>	RE	3	10	10	10
<i>Fats</i>	NT	5	7	10	10
<i>Bent</i>	LE	12	12	12	12
All	RSV	5	5	5	10

Linebackers

	POS	SPD	TK	W	EN
<i>Wolfen</i>	RLB	13	10	10	10
<i>Killington</i>	MLB	8	13	13	13
<i>Buttneck</i>	LLB	10	10	13	10
All	RSV	6	5	5	10

Defensive Backs

	POS	SPD	TK	W	EN
<i>Gast Lee</i>	RCB	14	9	10	10
<i>Astick</i>	LCB	13	9	3	15
<i>N. Sane</i>	FS	11	9	7	13
All	RSV	10	9	5	7

Special Teams

	POS	SPD	RNG	AC	EN
<i>Butthead</i>	K	13	11	12	10
<i>Bufo</i>	P	7	11	7	5

MISFIT DEMONS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Greasy	QB1	6	15	14	14
Stick	QB2	10	12	8	8
All	RSV	7	6	9	5

Runners

	POS	SPD	H	TB	EN
Merx	HB1	13	7	10	15
Bonn	HB2	10	6	10	10
Bronka	FB	4	5	15	10
All	RSV	5	6	5	10

Receivers

	POS	SPD	H	TB	EN
Warbleed	WR1	11	13	6	15
Pesky	WR2	13	10	5	12
Phlegm	TE	13	14	7	15
All	RSV	13	9	5	10

Offensive Linemen

	SPD	PB	RB	EN
All	8	12	10	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Rammer	RE	8	12	13	15
Mcwrath	NT	10	10	10	15
Scrape	LE	8	12	13	12
All	RSV	7	8	8	6

Linebackers

	POS	SPD	TK	W	EN
Colon	RLB	9	13	12	15
Bonecrush	MLB	13	11	13	15
Grift	LLB	8	10	12	13
All	RSV	5	10	10	10

Defensive Backs

	POS	SPD	TK	W	EN
Belcher	RCB	14	10	10	15
Lepuke	LCB	14	10	10	15
Plotz	FS	12	10	10	15
All	RSV	9	7	7	10

Special Teams

	POS	SPD	RNG	AC	EN
Yugo	K	7	11	12	5
Siepage	P	6	11	7	5

PSYCHO SLASHERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Badsores	QB1	4	13	13	10
Stress	QB2	8	11	6	7
All	RSV	5	4	4	7

Runners

	POS	SPD	H	TB	EN
Hairpus	HB1	11	9	12	10
Bigrick	HB2	7	9	10	10
Rad Roxy	FB	7	5	7	10
All	RSV	5	3	3	7

Receivers

	POS	SPD	H	TB	EN
Swamp	WR1	15	15	5	15
Stone	WR2	13	13	8	10
Gross	TE	7	13	10	10
All	RSV	8	9	2	5

Offensive Linemen

	SPD	PB	RB	EN
All	7	8	8	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Gangrene	RE	13	13	11	10
Blackwood	NT	7	8	8	10
Bashin Smack	LE	5	10	6	10
All	RSV	3	4	2	7

Linebackers

	POS	SPD	TK	W	EN
Traction	RLB	6	12	12	12
Blood Squirt	MLB	5	8	3	10
Jack Slam	LLB	8	10	5	10
All	RSV	3	5	5	7

Defensive Backs

	POS	SPD	TK	W	EN
Blunt	RCB	15	5	10	15
Vomitz	LCB	14	9	10	13
Smell	FS	11	8	10	10
All	RSV	8	8	10	10

Special Teams

	POS	SPD	RNG	AC	EN
Fritz	K	9	11	9	10
Bloto	P	6	11	8	7



RAD ROCKERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Phil Slim	QB1	5	15	15	10
Hopeless	QB2	10	11	9	8
All	RSV	3	12	11	10

Runners

	POS	SPD	H	TB	EN
Shredder	HB1	12	1	10	15
Clash	HB2	9	10	10	10
Ingo	FB	4	13	10	10
All	RSV	3	5	5	10

Receivers

	POS	SPD	H	TB	EN
Spike	WR1	10	12	5	11
Harley	WR2	11	10	5	10
Bravo	TE	10	12	13	12
All	RSV	3	9	14	10

Offensive Linemen

	SPD	PB	RB	EN
All	10	9	8	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Marvel	RE	4	9	7	10
Skull	NT	8	6	6	10
Grinder	LE	6	8	15	10
All	RSV	3	4	2	4

Linebackers

	POS	SPD	TK	W	EN
L.T. Impaler	RLB	13	13	11	11
Tenderizer	MLB	3	5	12	10
Twits	LLB	8	10	1	6
All	RSV	4	4	2	5

Defensive Backs

	POS	SPD	TK	W	EN
Shatter	RCB	13	7	10	13
Rumble	LCB	15	8	10	15
Bruno	FS	10	3	5	10
All	RSV	10	3	3	10

Special Teams

	POS	SPD	RNG	AC	EN
Bronx	K	7	11	9	5
Spazky	P	14	11	11	10

ROAD WARRIORS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Bullit	QB1	7	8	12	9
Gash	QB2	10	8	6	10
All	RSV	4	5	3	5

Runners

	POS	SPD	H	TB	EN
Crash	HB1	10	13	13	13
Buster	HB2	8	3	8	10
Yaz	FB	6	10	7	10
All	RSV	7	1	10	10

Receivers

	POS	SPD	H	TB	EN
Slicer	WR1	15	13	15	13
Skiporr	WR2	9	10	15	10
Zoob	TE	9	10	5	5
All	RSV	9	9	5	3

Offensive Linemen

	SPD	PB	RB	EN
All	7	13	12	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
The Brusier	RE	5	12	13	10
Mad Dog	NT	7	4	11	10
Bog	LE	6	5	3	12
All	RSV	4	2	3	4

Linebackers

	POS	SPD	TK	W	EN
Scratch	RLB	6	6	10	10
Hatchet	MLB	4	15	15	15
McWimp	LLB	13	7	10	10
All	RSV	5	7	5	7

Defensive Backs

	POS	SPD	TK	W	EN
Cremator	RCB	13	6	7	10
Rap	LCB	11	5	3	10
Glitch	FS	10	10	10	10
All	RSV	10	4	5	5

Special Teams

	POS	SPD	RNG	AC	EN
Skunk	K	3	11	13	7
Loser	P	5	6	7	3



SCREAMING EVILS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
<i>The Razor Kid</i>	QB1	15	15	8	15
Saminela	QB2	5	10	4	10
All	RSV	2	8	3	5

Runners

	POS	SPD	H	TB	EN
Amps	HB1	7	12	8	10
Thing	HB2	9	9	6	10
Masher	FB	5	7	14	12
All	RSV	2	3	3	2

Receivers

	POS	SPD	H	TB	EN
Trip	WR1	8	14	9	12
Glue	WR2	12	12	4	10
McKillin	TE	8	10	8	10
All	RSV	6	9	3	6

Offensive Linemen

	SPD	PB	RB	EN
All	8	13	10	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Blood Bath	RE	6	13	6	10
<i>Reggie Fright</i>	NT	13	13	15	12
The Axe	LE	9	10	5	10
All	RSV	4	4	3	10

Linebackers

	POS	SPD	TK	W	EN
Hulken	RLB	6	5	3	10
Knuckles	MLB	7	3	5	15
Evil Dead	LLB	5	8	5	10
All	RSV	3	4	1	5

Defensive Backs

	POS	SPD	TK	W	EN
D. Kay	RCB	9	7	6	10
The Guardian	LCB	13	10	10	10
Back Stab	FS	7	10	10	12
All	RSV	5	2	5	5

Special Teams

	POS	SPD	RNG	AC	EN
Garth	K	6	11	13	10
Gutz	P	11	11	7	10

SIXTY WHINERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
No Lips	QB1	7	7	7	7
Hicky	QB2	5	6	6	5
All	RSV	5	5	5	5

Runners

	POS	SPD	H	TB	EN
Chucky	HB1	10	2	2	7
Stumble	HB2	6	5	3	5
Jockstrap	FB	3	7	5	10
All	RSV	5	5	5	5

Receivers

	POS	SPD	H	TB	EN
Nohands	WR1	7	9	2	5
Cupcake	WR2	4	12	5	5
Mittens	TE	5	9	2	5
All	RSV	3	9	1	3

Offensive Linemen

	SPD	PB	RB	EN
All	5	5	3	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Rancid	RE	3	6	3	10
Strain	NT	5	5	4	7
Hangnail	LE	6	5	2	10
All	RSV	2	2	2	5

Linebackers

	POS	SPD	TK	W	EN
MS. Stake	RLB	5	5	3	10
Fish	MLB	3	7	4	10
Pushover	LLB	7	4	4	10
All	RSV	5	2	2	5

Defensive Backs

	POS	SPD	TK	W	EN
Spanky	RCB	11	3	6	5
Toast	LCB	10	5	3	5
Booger	FS	10	10	7	10
All	RSV	9	3	5	3

Special Teams

	POS	SPD	RNG	AC	EN
No Hope	K	6	10	2	3
Useless	P	5	11	3	3

SLAYCITY SLAYERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Kracken	QB1	10	10	10	10
Zorik	QB2	6	7	7	10
All	RSV	4	5	3	10

Runners

	POS	SPD	H	TB	EN
Gorth	HB1	12	10	13	12
Zed	HB2	10	6	10	10
Barf	FB	8	6	7	10
All	RSV	5	5	5	10

Receivers

	POS	SPD	H	TB	EN
Zard	WR1	12	13	5	7
Quad	WR2	7	15	12	12
Thal	TE	10	10	10	10
All	RSV	10	9	5	5

Offensive Linemen

	SPD	PB	RB	EN
All	6	10	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Kong	RE	6	9	8	12
Whack	NT	8	8	10	10
Rage	LE	8	10	13	15
All	RSV	5	5	3	10

Linebackers

	POS	SPD	TK	W	EN
Bash	RLB	10	9	10	10
Rash	MLB	9	7	9	12
K.T. Slayer	LLB	15	15	15	13
All	RSV	5	5	5	10

Defensive Backs

	POS	SPD	TK	W	EN
Stryke	RCB	13	8	9	7
Byke	LCB	12	5	10	8
Krull	FS	8	10	9	10
All	RSV	10	5	5	5

Special Teams

	POS	SPD	RNG	AC	EN
Brak	K	12	11	12	5
Spurt	P	11	10	12	1

TERMINATOR TROLZ



OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Sliceman	QB1	8	12	12	10
Sly	QB2	7	6	10	10
All	RSV	3	6	6	10

Runners

	POS	SPD	H	TB	EN
Steamer	HB1	12	7	11	12
Traag	HB2	8	5	6	10
T. Rex	FB	6	12	12	12
All	RSV	5	5	3	5

Receivers

	POS	SPD	H	TB	EN
Diceman	WR1	13	13	10	10
Rush	WR2	13	10	11	7
Ton	TE	10	10	7	10
All	RSV	5	9	5	3

Offensive Linemen

	SPD	PB	RB	EN
All	9	6	10	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Mo Puke	RE	9	14	14	10
Trashy	NT	9	6	6	10
Spew Puke	LE	11	14	14	10
All	RSV	7	5	4	10

Linebackers

	POS	SPD	TK	W	EN
Nova	RLB	13	10	10	12
Scald	MLB	5	8	12	10
Boilpus	LLB	7	8	5	10
All	RSV	5	3	5	10

Defensive Backs

	POS	SPD	TK	W	EN
Metal	RCB	13	7	10	10
Heat	LCB	12	10	10	10
Spasm	FS	8	10	10	13
All	RSV	7	5	6	5

Special Teams

	POS	SPD	RNG	AC	EN
Choker	K	12	11	5	10
Slapsy	P	10	11	10	10

TOXIC ALL-PROS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
<i>Snake</i>	QB1	13	15	15	13
<i>Warhog</i>	QB2	7	15	10	15
<i>All</i>	RSV	3	12	11	10

Runners

	POS	SPD	H	TB	EN
<i>Bones Jackson</i>	HB1	15	15	13	13
<i>Panzer</i>	HB2	10	10	10	12
<i>Slomo</i>	FB	8	10	13	15
<i>All</i>	RSV	7	1	10	10

Receivers

	POS	SPD	H	TB	EN
<i>Slicer</i>	WR1	15	13	15	13
<i>McCrash</i>	WR2	8	15	12	12
<i>Bravo</i>	TE	10	12	13	12
<i>All</i>	RSV	8	10	14	10

Offensive Linemen

	SPD	PB	RB	EN
<i>All</i>	10	13	13	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
<i>Hellfire</i>	RE	11	10	13	13
<i>Cabaal</i>	NT	5	13	13	13
<i>Bent</i>	LE	12	12	12	12
<i>All</i>	RSV	6	5	5	10

Linebackers

	POS	SPD	TK	W	EN
<i>Docken</i>	RLB	13	15	15	10
<i>Madman</i>	MLB	12	13	13	13
<i>Shocken</i>	LLB	10	14	15	10
<i>All</i>	RSV	5	10	10	10

Defensive Backs

	POS	SPD	TK	W	EN
<i>Lou Cifer</i>	RCB	15	10	10	13
<i>Rumble</i>	LCB	15	8	10	15
<i>Executer</i>	FS	13	10	10	10
<i>All</i>	RSV	8	8	10	10

Special Teams

	POS	SPD	RNG	AC	EN
<i>Dry Rott</i>	K	13	12	13	13
<i>Spazky</i>	P	14	11	11	10

TURBO TECHIES

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
<i>IC Circuits</i>	QB1	10	12	11	15
<i>Brunitis</i>	QB2	5	8	9	10
<i>All</i>	RSV	2	5	7	3

Runners

	POS	SPD	H	TB	EN
<i>Elvis</i>	HB1	10	1	10	15
<i>Ohms</i>	HB2	4	7	8	10
<i>Wires</i>	FB	12	5	15	10
<i>All</i>	RSV	3	2	4	5

Receivers

	POS	SPD	H	TB	EN
<i>Gil-9000</i>	WR1	13	12	7	15
<i>Nitram</i>	WR2	8	15	8	13
<i>Socket</i>	TE	12	11	7	10
<i>All</i>	RSV	10	9	5	10

Offensive Linemen

	SPD	PB	RB	EN
<i>All</i>	10	7	10	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
<i>Toaster</i>	RE	10	11	13	12
<i>String</i>	NT	7	10	11	15
<i>Diode</i>	LE	9	9	10	11
<i>All</i>	RSV	8	7	9	10

Linebackers

	POS	SPD	TK	W	EN
<i>MM13X</i>	RLB	13	10	10	15
<i>Armor</i>	MLB	5	8	6	13
<i>XFormer</i>	LLB	9	8	6	10
<i>All</i>	RSV	8	5	5	5

Defensive Backs

	POS	SPD	TK	W	EN
<i>Lectron</i>	RCB	15	6	10	15
<i>Toro-3000</i>	LCB	11	7	7	10
<i>Tranx</i>	FS	11	5	7	13
<i>All</i>	RSV	7	3	5	7

Special Teams

	POS	SPD	RNG	AC	EN
<i>Schlock</i>	K	3	11	2	3
<i>Yurie</i>	P	3	11	7	3

VILE VULGERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Rapier	QB1	13	4	4	13
Malicious	QB2	12	6	1	10
All	RSV	2	1	1	2

Runners

	POS	SPD	H	TB	EN
Haagar	HB1	14	8	13	13
Smashers	HB2	10	4	12	12
Wothead	FB	6	2	14	14
All	RSV	7	1	10	10

Receivers

	POS	SPD	H	TB	EN
Rusty	WR1	10	10	13	12
Ponce	WR2	9	10	12	12
Conar	TE	7	10	10	10
All	RSV	5	9	4	4

Offensive Linemen

	SPD	PB	RB	EN
All	5	2	14	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Zackar	RE	8	7	12	12
Redbeard	NT	10	8	10	10
Brutis	LE	7	10	13	10
All	RSV	7	7	5	7

Linebackers

	POS	SPD	TK	W	EN
Vex	RLB	10	8	13	10
Zuckfat	MLB	6	6	14	12
Dreg	LLB	10	7	11	10
All	RSV	6	6	3	6

Defensive Backs

	POS	SPD	TK	W	EN
Vulgorr	RCB	13	10	6	10
Traxx	LCB	12	8	5	10
Grendal	FS	10	10	10	12
All	RSV	10	5	3	7

Special Teams

	POS	SPD	RNG	AC	EN
Zarkoff	K	14	11	9	10
Rott	P	8	11	12	10

WAR SLAMMERS

OFFENSE

Quarterbacks

	POS	SPD	PR	PA	EN
Warhog	QB1	7	15	10	15
Flak	QB2	10	7	7	10
All	RSV	5	5	5	5

Runners

	POS	SPD	H	TB	EN
The Rocker	HB1	9	10	12	15
Panzer	HB2	10	10	10	12
Slomo	FB	8	10	13	15
All	RSV	5	5	5	10

Receivers

	POS	SPD	H	TB	EN
Assault	WR1	12	12	5	10
Stuka	WR2	10	10	13	13
Blaster	TE	10	10	8	7
All	RSV	5	9	5	5

Offensive Linemen

	SPD	PB	RB	EN
All	9	6	14	15

DEFENSE

Linemen

	POS	SPD	TK	W	EN
Hellfire	RE	11	10	13	13
Grenade	NT	7	12	12	10
Stinger	LE	8	12	11	12
All	RSV	5	5	10	10

Linebackers

	POS	SPD	TK	W	EN
Docken	RLB	13	15	13	10
Rocken	MLB	13	13	12	13
Shocken	LLB	10	14	15	10
All	RSV	5	10	10	10

Defensive Backs

	POS	SPD	TK	W	EN
Sidewinder	RCB	13	10	10	10
Mortar	LCB	13	9	10	10
Bomber	FS	10	8	10	10
All	RSV	7	7	7	7

Special Teams

	POS	SPD	RNG	AC	EN
Snapper	K	10	11	13	10
Willy	P	10	11	13	10



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