

Mutant League Football FAQ

by Apathetic Aardvark

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Mutant League Football

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Index/Table of Contents

Disclaimer.....	i
Version History.....	ii
Modes of Play.....	iii
Before the Game.....	iv
Field Hazards.....	v
Audibles.....	vi
Penalties.....	vii
Types of Players.....	viii
The Teams.....	ix
The Plays.....	x
Playoff Codes.....	xi
Referee Names.....	xii
Credits.....	xiii

i) Disclaimer (Legal stuff)

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ii) Version History

4/20/2003 - v 1.0 - Added all the modes of play, hazards, penalties, Audibles, Types of players, The teams and a description of them, all the plays and ratings of them. Full playoff codes for some of the teams. Team home fields and which hazards are present. Referee Names.

4/25/2003 - v 1.5 - Added all player stats, should be the final version unless someone requests something in specific.

3/10/2004 - v 1.6 - Added coachs sayings.

iii) Modes of Play

Single Game - You play one game against a friend or against the computer. These games have no bearing on playoffs, they are purely exhibition.

Playoffs - Play as the team of your choice in a four game playoff series of 16 teams. First and second string players who are killed with reserves on do not return for the next round of the playoffs.

Continue Playoffs - Enter a password from a previous playoff series to carry on where you left off.

Practice - You practice offense plays here. There is no defense to compete with so it lacks that aspect.

iv) Before the Game

Reserves - On / Off / On with clock running:

-On: Players that die will not come back for the remainder of the game. During playoff mode, first and second string players will not return for the rest of the playoffs. All other players will remain out for the game. If you have too few players remaining (no quarterbacks or less than two defensemen) when you take the field for a play you will lose in a forfeit. You get an infinite amount of punters, kickers, and offensive linemen.

-Off: Players may still die, but they will just return the next play. The downfall to reserves off is; when your best quarterback or running back is a second string player, you will be unable to bring him into the game.

-On, with clock: Same effect as reserves on, however the clock will run while you choose your players.

Quarter Length - 3 / 5 / 8 minutes:

-This one is rather self explanatory, realize though that 3 minute games can go by very quickly if you give up a few quick points.

Death Index:

-Rough: Players will take very little damage with any given hit. If you do play with reserves on in playoff mode, this is a suggested starting point.

-Bloody: Player will take more damage than they will on rough, but will be able to take several good hits.

-Bone Breaking: Players will take a moderate amount of damage. After a few plays with reserves on you may need to substitute them.

-Slaughter: Weaker players will be killed in one or two solid hits. Tough players will still be able to go a few plays safely.

-Annihilation: Players will lose lots of life from almost any hit. Even tough players will be killed in a single hit from a strong defenseman.

Game Speed:

-Slow: Plays will take longer to mature since players will be moving slower. This does not affect the clock.

-Fast: The pace of plays quickens and players will move much faster. Again, this does not affect the clock speed. Fast is recommended for almost anyone.

v) Field Hazards

-Pits: Holes in the field that you can fall in. This will not cause damage to any player, but it will cause the play to end if the ball carrier falls in. Multiple players can fall into the same pit, but all players are removed from pits after the play.

-Rocks: Somewhat large rocks, often found in pairs or trios, will cause a player to fall on his face. A ball carrier who falls over a rock will not be down until an opposing player touches him.

-Mines: There are two types of land mines. One looks like a bomb and the other looks like a land mine. Both will kill the player who steps on them. A ball carrier who is killed by a mine will fumble the football. Mines come back at the end of the half. After a mine is detonated, it will leave a pit or fire pit.

-Fire Pit: Similar to a pit, with one deadly side effect. They are filled with lava which will kill any player who falls into them. The play will end if the ball carrier falls into a fire pit.

-Abyss: Missing portions of a field in out space fields. If a player runs over this gap he will be blown into outer space. The play will end if he has the ball. Players who go into the abyss will return the next play and receive no damage for doing so. Players may jump, spin jump, or dive over abyss areas rather than running around them.

-Thin Ice: Similar to pits. A player will fall through the ice. If he has the ball he will be down. The first time thin ice is punctured, a hole will form where the cracked ice used to be.

Field Surfaces:

-The types of surfaces are; Space Rock, Space Ice, Sand, Desert and Rubber. Rock and desert work pretty normal. Space ice will cause players to slide. Often icy fields have a lot of mines on them, be careful not to run into one from sliding. Rubber fields cause fumbled or punted balls to bounce very high and in awkward directions. Players will bounce as well. Some space rock stadiums have very low gravity making it easy to kick long range field goals.

vi) Audibles

Offensive Audibles:

-Rocket Pack: The running back will be given a jet back pack. When the ball is snapped, it will be handed off to him and he will soar over every one in hopes of getting a large gain. This can pickup major yards if he gets the proper jump angle (which you have no control over) or he will simply go almost

straight up and fall only five or six yards beyond the line of scrimmage. The runner will not be down until touched by a defending player, so he can get up and move with the ball if he lands untouched.

-Bomb: The QB wires the ball as a bomb, Throw a pass and get your receiver out of the way. With any luck a defender will try to intercept it and get a nasty surprise. Possession of the ball will not be lost by a player trying to intercept it, it will be credited as an incomplete pass.

-Rumble Fumble: The QB wires the ball as a bomb. This time he will just fumble it forward at the defense hoping to take out a large crowd of them. Possession of the ball will not be lost by using this play.

-Run Blast: The ball will be given to the RB on a leftward moving running play. The RB will have five sticks of dynamite which can be thrown with the b button. These sticks will attempt to target and destroy the closest defender. Even if the defender is not killed, he will be knocked down.

-Pass Blast: Similar to run blast, the QB will be given five sticks of dynamite to throw at defender. He throws them with the B button before bringing up the passing windows.

-Skunk: Similar to run blast, the RB will be able to fart five times to knock down or kill those chasing him.

-Super Speed: A player in possession of the ball will be given a few seconds of extreme speed upon crossing the line of scrimmage. This will net several yards very quickly.

-Super Strength: This will give a player immense strength upon crossing the line of scrimmage. It will last for a few seconds making him almost impossible to tackle. In addition, his spin move punches will do more damage.

-Confusion: This audible will cause defense players to move the opposite direction in which they are trying to. It takes effect the instant the ball is snapped. Its effective for the duration of the play, but the element of surprise goes away after a moment.

-Invisibility: The most pathetic audible in the game. The player with the ball becomes impossible to see. However, his location will still be marked by the crossbones under his feet. He will however be immune to land mines.

Defensive Audibles:

-QB Smash: This audible will send your entire team after the other teams QB in an attempt to kill him.

-Blackout: This will prevent the opposing QB from being able to see if his receivers are open in the passing windows. However, he can still throw the ball.

-Electrocute: A player will be super charged with static. if he comes into contact with the ball carrier, the ball will be shot from that players hands resulting in a fumble. In addition, the shocked player will remain on the ground for the duration of the play.

-Ghost: The entire defense will become invisible for the duration of the play from the time the ball is snapped. This makes offense difficult, but

the invisibility goes two ways. If the defender fails to make the quick sack, the offense has a good chance of getting a huge gain.

-Super Speed: Identical to the offensive version of this audible. Very useful for blocking field goals, blocking punts or returning punts.

-Super Strength: Identical to the offensive version of this audible. Good for returning punts or landing a powerful shot to a ball carrier.

-Confusion: Identical to the offensive version of this audible. The offense will run directly into the defensive line trying to fade back into the pocket.

vii) Penalties

-Offsides: Being on the wrong side of the line of scrimmage when the ball is hiked or bumping into an opposing player before the ball is snapped. This is a defensive penalty only and is for five yards.

-Delay of Game: An offensive only penalty which is called when the offense takes more than the allowed 35 seconds to pick a play. This penalty will push the offense back five yards.

-Pass Interference: This is a very rare penalty. It can be called against either team. It will be a 10 yard penalty and an automatic first down if the defense is called for it. It is a ten yard infraction and repeat of down if the offense is called for it.

-Illegal Kick: Only for kickoffs, a kick must travel ten yards in the air before it hits the ground. The kick must also remain in bounds. If either of these are not done, it will result in a five yard push back and a re-kick of the ball.

-QB Bashing: Called after the audible "Kill QB" is used. Regardless of if the QB was killed, this will penalize the defense five yards.

-Ref Bashing: Called after the audible "Kill Ref" is used. Regardless of if the ref was killed, this will penalize the team who called it, 5 yards.

-Fake Penalties: These are five yard penalties called after the Ref has been bribed by the other team. These penalties range from; spitting to loitering. The ref will call three fake penalties. He can be stopped by; killing him or bribing him yourself.

viii) Types of players

-Trolls: Troll pack the greatest punch of any class on the field. Trolls are typically slow, but fast trolls can cause a lot of damage. Very good as defenders, trolls can wear out weak offensive players quickly. Trolls also make excellent runners; they are strong enough to break most tackles. Fast teams will score often if trolls miss on the tackles though.

-Robots: Robots are the fastest all around players. They make excellent receivers by being able to get out in front of the defenders. They would make decent runners too, out maneuvering the defenses, however, they die too easily while taking hits.

Speed: 13
Pass Range: 15
Pass Accuracy: 15
Energy: 15

Name: Reserves
Speed: 3
Pass Range: 12
Pass Accuracy: 11
Energy: 10

RBs:

Name: Bones Jackson
Speed: 15
Hands: 15
Tackle Breaking: 13
Energy: 13

Name: Panzer
Speed: 10
Hands: 10
Tackle Breaking: 10
Energy: 12

Name: Ratbone
Speed: 7
Hands: 14
Tackle Breaking: 14
Energy: 13

Name: Reserves
Speed: 7
Hands: 1
Tackle Breaking: 10
Energy: 10

WRs:

Name: Slicer
Speed: 15
Hands: 13
Tackle Breaking: 15
Energy: 13

Name: Kaylor
Speed: 12
Hands: 12
Tackle Breaking: 14
Energy: 10

Name: Bravo
Speed: 10
Hands: 12
Tackle Breaking: 13
Energy: 12

Name: Reserves
Speed: 8
Hands: 10
Tackle Breaking: 14
Energy: 10

Offensive Line:

Name: All
Speed: 10
Pass Blocking: 13
Run Blocking: 13
Energy: 15

Defensive Linemen:

Name: Half Nelson
Speed: 10
Tackling: 13
Wounding: 14
Energy: 13

Name: Reggie Fright
Speed: 13
Tackling: 13
Wounding: 15
Energy: 12

Name: Bent
Speed: 12
Tackling: 12
Wounding: 12
Energy: 12

Name: Reserves
Speed: 5
Tackling: 7
Wounding: 5
Energy: 10

Linebackers:

Name: K.T. Slayer
Speed: 15
Tackling: 15
Wounding: 15
Energy: 13

Name: Docken
Speed: 13
Tackling: 15
Wounding: 13
Energy: 10

Name: Madman
Speed: 12
Tackling: 13
Wounding: 13
Energy: 13

Name: Reserves
Speed: 5
Tackling: 10
Wounding: 10
Energy: 10

Defensive Backs:

Name: Lou Cifer
Speed: 15
Tackling: 10
Wounding: 10
Energy: 13

Name: Lepuke
Speed: 14
Tackling: 10
Wounding: 10
Energy: 15

Name: Blood Clot
Speed: 14
Tackling: 10
Wounding: 10
Energy: 15

Name: Reserves
Speed: 8
Tackling: 8
Wounding: 10
Energy: 10

Kicker:

Name: Shanker
Speed: 14
Range: 12
Accuracy: 15
Energy: 10

Punter:

Name: Yanker
Speed: 14
Range: 11
Accuracy: 13
Energy: 10

Maniac All-Stars Coach: Crazy Bones
Team Rank: 2 Offensive Rank: 3 Defensive Rank: 2
Offensive Audibles: Pass Blast, Super Strength
Defensive Audibles: QB Smash, Super Speed

Home Field: The Cemetery
Hazards: Mines, Fire Pits, Abyss, Rocks
Surface: Toxic Waste

Comments: All of the Good players from the Maniac Conference. They have a lot of good players. Their pass defense is as good as pass defenses get with a strong passing game. Their running game is somewhat slow as it is all trolls. This team can not participate in playoff mode.

Crazy Bones on equal teams: The _____ are a pretty average team, so if they beat us, I don't want to hear any excuses. Just submit them in writing instead.

Crazy Bones on worse teams: I always tell my players that winning isn't everything. But when you're playing against the _____, nothing else is possible.

QBs:

Name: Joe Magician
Speed: 13
Pass Range: 15
Pass Accuracy: 15
Energy: 15

Name: The Razor Kid
Speed: 15
Pass Range: 15
Pass Accuracy: 8
Energy: 15

Name: Reserves
Speed: 7
Pass Range: 6
Pass Accuracy: 9
Energy: 5

RBs:

Name: Gorth
Speed: 12
Hands: 10
Tackle Breaking: 13
Energy: 12

Name: Butcher
Speed: 10
Hands: 10
Tackle Breaking: 14

Energy: 14

Name: Ratbone

Speed: 7

Hands: 14

Tackle Breaking: 14

Energy: 13

Name: Reserves

Speed: 5

Hands: 6

Tackle Breaking: 5

Energy: 10

WRs:

Name: Scary Ice

Speed: 12

Hands: 15

Tackle Breaking: 12

Energy: 13

Name: Kaylor

Speed: 12

Hands: 12

Tackle Breaking: 14

Energy: 14

Name: Phlegm

Speed: 13

Hands: 14

Tackle Breaking: 7

Energy: 15

Name: Reserves

Speed: 13

Hands: 9

Tackle Breaking: 5

Energy: 10

Offensive Line:

Name: Reserves

Speed: 7

Pass Blocking: 13

Run Blocking: 12

Energy: 15

Defensive Linemen:

Name: Half Nelson

Speed: 10

Tackling: 13

Wounding: 14

Energy: 13

Name: Reggie Fright

Speed: 13

Tackling: 13

Wounding: 15

Energy: 12

Name: Spew Puke

Speed: 11

Tackling: 14

Wounding: 14

Energy: 10

Name: Reserves

Speed: 5

Tackling: 7

Wounding: 5

Energy: 10

Linebackers:

Name: Colon

Speed: 9

Tackling: 13

Wounding: 12

Energy: 15

Name: Bonecrush

Speed: 13

Tackling: 11

Wounding: 13

Energy: 15

Name: K.T. Slayer

Speed: 15

Tackling: 15

Wounding: 15

Energy: 13

Name: Reserves

Speed: 5

Tackling: 10

Wounding: 10

Energy: 10

Defensive Backs:

Name: Belcher

Speed: 14

Tackling: 10

Wounding: 10

Energy: 15

Name: Lepuke

Speed: 14

Tackling: 10
Wounding: 10
Energy: 15

Name: Blood Clot
Speed: 14
Tackling: 10
Wounding: 10
Energy: 15

Name: Reserves
Speed: 9
Tackling: 7
Wounding: 7
Energy: 10

Kicker:

Name: Shanker
Speed: 14
Range: 12
Accuracy: 15
Energy: 10

Punter:

Name: Yanker
Speed: 14
Range: 11
Accuracy: 13
Energy: 10

Toxic All-Pros Coach: Tossa Bricka
Team Rank: 3 Offensive Rank: 2 Defensive Rank: 3
Offensive Audibles: Run Blast, Super Speed
Defensive Audibles: Electrocute, Super Strength

Home Field: Frozen Waste
Hazards: Mines, Abyss, Thin Ice
Surface: Icy Rock

Comments: All of the Good players from the Toxic Conference. They have the best running backs and running defense. Their passing game isn't bad either. The pass defense is a bit weak but gets the job done. This team can not participate in playoff mode.

Tossa Bricka on similar teams: I want you all to remember that our opponents are our equals, a mirror image. I know most of you guys break mirrors when you look in them, but it won't be that easy with the _____.

Tossa Bricka on worse teams: My philosophy is if you can't say something nice about someone, kill them, the _____ are no-talent slime. So you know what to do.

QBs:

Name: Snake
Speed: 13
Pass Range: 15
Pass Accuracy: 15
Energy: 13

Name: Warhog
Speed: 7
Pass Range: 15
Pass Accuracy: 10
Energy: 15

Name: Reserves
Speed: 3
Pass Range: 12
Pass Accuracy: 11
Energy: 10

RBs:

Name: Bones Jackson
Speed: 15
Hands: 15
Tackle Breaking: 13
Energy: 13

Name: Panzer
Speed: 10
Hands: 10
Tackle Breaking: 10
Energy: 12

Name: Slomo
Speed: 8
Hands: 10
Tackle Breaking: 13
Energy: 15

Name: Reserves
Speed: 7
Hands: 1
Tackle Breaking: 10
Energy: 10

WRs:

Name: Slicer
Speed: 15
Hands: 13
Tackle Breaking: 15
Energy: 13

Name: McCrash
Speed: 8
Hands: 15
Tackle Breaking: 12
Energy: 12

Name: Bravo
Speed: 10
Hands: 12
Tackle Breaking: 13
Energy: 12

Name: Reserves
Speed: 8
Hands: 10
Tackle Breaking: 14
Energy: 10

Offensive Line:

Name: Reserves
Speed: 10
Pass Blocking: 13
Run Blocking: 13
Energy: 13

Defensive Linemen:

Name: Hellfire
Speed: 11
Tackling: 10
Wounding: 13
Energy: 13

Name: Cabal
Speed: 5
Tackling: 13
Wounding: 13
Energy: 15

Name: Bent
Speed: 12
Tackling: 12
Wounding: 12
Energy: 12

Name: Reserves
Speed: 6
Tackling: 5
Wounding: 5
Energy: 10

Linebackers:

Name: Docken
Speed: 13
Tackling: 15
Wounding: 15
Energy: 10

Name: Madman
Speed: 12
Tackling: 13
Wounding: 13
Energy: 13

Name: Shocken
Speed: 10
Tackling: 14
Wounding: 15
Energy: 10

Name: Reserves
Speed: 5
Tackling: 10
Wounding: 10
Energy: 10

Defensive Backs:

Name: Lou Cifer
Speed: 15
Tackling: 10
Wounding: 10
Energy: 13

Name: Rumble
Speed: 15
Tackling: 8
Wounding: 10
Energy: 15

Name: Executer
Speed: 13
Tackling: 10
Wounding: 10
Energy: 10

Name: Reserves
Speed: 8
Tackling: 8
Wounding: 10
Energy: 10

Kicker:

Name: Dry Rott
Speed: 13
Range: 12
Accuracy: 13

Energy: 13

Punter:

Name: Spazky
Speed: 14
Range: 11
Accuracy: 11
Energy: 10

War Slammers Coach: The General
Team Rank: 4 Offensive Rank: 7 Defensive Rank: 4
Offensive Audibles: Run Blast, Super Strength
Defensive Audibles: Electrocute, Ghosts

Home Field: War Stadium
Hazards: Mines, Fire Pits, Rocks
Surface: Space Rock

Comments: The Slammers have two of the best linebackers in the game. Their defense is strong enough to hold most opponents to very low scores. Their offense is led by a great QB, Warhog and two all star running backs. Sadly, their best two runners can't enter the game unless reserves are on and their receivers are sub-par.

The General on equal teams: The _____ match up with us so evenly that they're almost our twins: Immoral, cruel, savage, and ugly as homemade sin.

The General on worse teams: The _____ are slower than the south end of a northbound garden slug and just as soft. I can't wait to hear the sound they'll make when you squish them.

QBs:

Name: Warhog
Speed: 7
Pass Range: 15
Pass Accuracy: 10
Energy: 15

Name: Flak
Speed: 10
Pass Range: 7
Pass Accuracy: 7
Energy: 10

Name: Reserves
Speed: 5
Pass Range: 5
Pass Accuracy: 5
Energy: 5

RBs:

Name: The Rocker
Speed: 9
Hands: 10
Tackle Breaking: 12
Energy: 15

Name: Panzer
Speed: 10
Hands: 10
Tackle Breaking: 10
Energy: 12

Name: Slomo
Speed: 8
Hands: 10
Tackle Breaking: 13
Energy: 15

Name: Reserves
Speed: 5
Hands: 5
Tackle Breaking: 5
Energy: 10

WRs:

Name: Assault
Speed: 12
Hands: 12
Tackle Breaking: 5
Energy: 10

Name: Stuka
Speed: 10
Hands: 10
Tackle Breaking: 13
Energy: 13

Name: Blaster
Speed: 10
Hands: 10
Tackle Breaking: 8
Energy: 7

Name: Reserves
Speed: 5
Hands: 9
Tackle Breaking: 5
Energy: 5

Offensive Line:

Name: Reserves
Speed: 9

Pass Blocking: 6
Run Blocking: 14
Energy: 15

Defensive Linemen:

Name: Hellfire
Speed: 11
Tackling: 10
Wounding: 13
Energy: 13

Name: Grenade
Speed: 7
Tackling: 12
Wounding: 12
Energy: 10

Name: Stinger
Speed: 8
Tackling: 12
Wounding: 11
Energy: 12

Name: Reserves
Speed: 5
Tackling: 5
Wounding: 10
Energy: 10

Linebackers:

Name: Docken
Speed: 13
Tackling: 15
Wounding: 13
Energy: 10

Name: Rocken
Speed: 13
Tackling: 13
Wounding: 12
Energy: 13

Name: Shocken
Speed: 10
Tackling: 14
Wounding: 15
Energy: 10

Name: Reserves
Speed: 5
Tackling: 10
Wounding: 10
Energy: 10

Defensive Backs:

Name: Sidewinder

Speed: 13

Tackling: 10

Wounding: 10

Energy: 10

Name: Mortar

Speed: 13

Tackling: 9

Wounding: 10

Energy: 10

Name: Bomber

Speed: 10

Tackling: 8

Wounding: 10

Energy: 10

Name: Reserves

Speed: 7

Tackling: 7

Wounding: 7

Energy: 7

Kicker:

Name: Snapper

Speed: 10

Range: 11

Accuracy: 13

Energy: 10

Punter:

Name: Willy

Speed: 10

Range: 11

Accuracy: 13

Energy: 10

Misfit Demons

Coach: Midean

Team Rank: 5

Offensive Rank: 8

Defensive Rank: 5

Offensive Audibles: Run Blast, Super Strength

Defensive Audibles: Confusion, Ghosts

Home Field: Saturn Stadium

Hazards: Mines, Pits, Rocks

Surface: Space Rock

Comments: The Demons have the best pass defense of all sixteen standard teams.

Any ball thrown has a good chance of getting intercepted. Their run defense is weak though, giving up moderate yardage on most any running play. Their running game is average with some decent receivers, the best of whom can not play with reserves off.

Midean on equal teams: The _____ match up with us so evenly that they're almost our twins: Immoral, cruel, savage, and ugly as homemade sin.

Midean on worse teams: The _____ are slower than the south end of a northbound garden slug and just as soft. I can't wait to hear the sound they'll make when you squish them.

QBs:

Name: Greasy
Speed: 6
Pass Range: 15
Pass Accuracy: 14
Energy: 14

Name: Stick
Speed: 10
Pass Range: 12
Pass Accuracy: 8
Energy: 8

Name: Reserves
Speed: 7
Pass Range: 6
Pass Accuracy: 9
Energy: 5

RBs:

Name: Merx
Speed: 13
Hands: 7
Tackle Breaking: 10
Energy: 15

Name: Bonn
Speed: 10
Hands: 6
Tackle Breaking: 10
Energy: 10

Name: Bronka
Speed: 4
Hands: 5
Tackle Breaking: 15
Energy: 10

Name: Reserves
Speed: 5
Hands: 6
Tackle Breaking: 5

Energy: 10

WRs:

Name: Warbleed

Speed: 11

Hands: 13

Tackle Breaking: 6

Energy: 15

Name: Pesky

Speed: 13

Hands: 10

Tackle Breaking: 5

Energy: 12

Name: Phlegm

Speed: 13

Hands: 14

Tackle Breaking: 7

Energy: 15

Name: Reserves

Speed: 13

Hands: 9

Tackle Breaking: 5

Energy: 10

Offensive Line:

Name: Reserves

Speed: 8

Pass Blocking: 12

Run Blocking: 10

Energy: 15

Defensive Linemen:

Name: Rammer

Speed: 8

Tackling: 12

Wounding: 13

Energy: 15

Name: Mcwrath

Speed: 10

Tackling: 10

Wounding: 10

Energy: 15

Name: Scrape

Speed: 8

Tackling: 12

Wounding: 13

Energy: 12

Name: Reserves

Speed: 7

Tackling: 8

Wounding: 8

Energy: 6

Linebackers:

Name: Colon

Speed: 9

Tackling: 13

Wounding: 12

Energy: 15

Name: Bonecrush

Speed: 13

Tackling: 11

Wounding: 13

Energy: 15

Name: Grift

Speed: 8

Tackling: 10

Wounding: 12

Energy: 13

Name: Reserves

Speed: 5

Tackling: 10

Wounding: 10

Energy: 10

Defensive Backs:

Name: Belcher

Speed: 14

Tackling: 10

Wounding: 10

Energy: 15

Name: Lepuke

Speed: 14

Tackling: 10

Wounding: 10

Energy: 15

Name: Plotz

Speed: 12

Tackling: 10

Wounding: 10

Energy: 15

Name: Reserves

Speed: 9

Tackling: 7
Wounding: 7
Energy: 10

Kicker:

Name: Yugo
Speed: 7
Range: 11
Accuracy: 12
Energy: 5

Punter:

Name: Siepage
Speed: 6
Range: 11
Accuracy: 7
Energy: 5

Darkstar Dragons Coach: Bones
Team Rank: 6 Offensive Rank: 4 Defensive Rank: 6
Offensive Audibles: Bomb, Super Speed
Defensive Audibles: Blackout, Super Strength

Home Field: Deepscar Six
Hazards: Mines, Rocks
Surface: Grass

Comments: The Dragons have the best passing game of all sixteen standard games. Led by arguably the best QB in the league with two great WRs to reel in the football for huge yardage. Their running game is slow, with the best RB not able to play with reserves off. Their defense has a few all stars on it, making it well rounded but not outstanding in any one way.

Bones on equal teams: The _____ are a pretty average team, so if they beat us, I don't want to hear any excuses. Just submit them in writing instead.

Bones on worse teams: I always tell my players that winning isn't everything. But when you're playing against the _____, nothing else is possible.

QBs:

Name: Joe Magician
Speed: 13
Pass Range: 15
Pass Accuracy: 15
Energy: 15

Name: Tongue
Speed: 13
Pass Range: 12

Pass Accuracy: 12
Energy: 10

Name: Reserves
Speed: 7
Pass Range: 6
Pass Accuracy: 9
Energy: 5

RBs:

Name: Crunch
Speed: 9
Hands: 11
Tackle Breaking: 8
Energy: 12

Name: Koch
Speed: 7
Hands: 4
Tackle Breaking: 4
Energy: 10

Name: Ratbone
Speed: 7
Hands: 14
Tackle Breaking: 14
Energy: 13

Name: Reserves
Speed: 5
Hands: 6
Tackle Breaking: 5
Energy: 10

WRs:

Name: Scary Ice
Speed: 12
Hands: 15
Tackle Breaking: 12
Energy: 13

Name: Kaylor
Speed: 12
Hands: 12
Tackle Breaking: 14
Energy: 10

Name: Clones
Speed: 6
Hands: 10
Tackle Breaking: 6
Energy: 10

Name: Reserves

Speed: 6
Hands: 9
Tackle Breaking: 3
Energy: 5

Offensive Line:

Name: Reserves
Speed: 7
Pass Blocking: 13
Run Blocking: 12
Energy: 15

Defensive Linemen:

Name: Half Nelson
Speed: 10
Tackling: 13
Wounding: 14
Energy: 13

Name: Smother
Speed: 5
Tackling: 10
Wounding: 10
Energy: 10

Name: Pagan
Speed: 8
Tackling: 9
Wounding: 7
Energy: 10

Name: Reserves
Speed: 5
Tackling: 7
Wounding: 5
Energy: 10

Linebackers:

Name: Keena
Speed: 12
Tackling: 12
Wounding: 7
Energy: 10

Name: Scaley
Speed: 8
Tackling: 10
Wounding: 10
Energy: 10

Name: Drillin

Speed: 8
Tackling: 9
Wounding: 4
Energy: 10

Name: Reserves
Speed: 5
Tackling: 5
Wounding: 5
Energy: 5

Defensive Backs:

Name: Grizzly
Speed: 14
Tackling: 7
Wounding: 10
Energy: 10

Name: Mckyll
Speed: 13
Tackling: 8
Wounding: 10
Energy: 10

Name: Blood Clot
Speed: 14
Tackling: 10
Wounding: 10
Energy: 15

Name: Reserves
Speed: 7
Tackling: 5
Wounding: 7
Energy: 10

Kicker:

Name: Shanker
Speed: 14
Range: 12
Accuracy: 15
Energy: 10

Punter:

Name: Yanker
Speed: 14
Range: 11
Accuracy: 13
Energy: 10

Deathskin Razors Coach: The Trickster
Team Rank: 7 Offensive Rank: 5 Defensive Rank: 7
Offensive Audibles: Bomb, Super Speed
Defensive Audibles: Confusion, Super Strength

Home Field: Hellfield
Hazards: Mines, Fire Pits, Rocks, Abyss
Surface: Space Rock

Comments: The Razors are an all skeleton team who mean business. Their offense is led by Snake, the one of, if not the best QB in the league. Their receivers aren't that good though. The running game is sluggish as well. The defense has all stars at every position and is very effective against the run. Passes will get through from time to time though.

Trickster on equal teams: The infernal thing about this game is that the _____ are no better than us but no worse, either. And they're no less willing to cheat. That's the thing to remember.

Trickster on worse teams: The _____ may look inept, weak, stupid, and clumsy. Don't be fooled though -- they're even worse than they look. They don't stand a chance against you devil dogs.

QBs:

Name: Snake
Speed: 13
Pass Range: 15
Pass Accuracy: 15
Energy: 13

Name: Nuke
Speed: 7
Pass Range: 13
Pass Accuracy: 13
Energy: 10

Name: Reserves
Speed: 3
Pass Range: 12
Pass Accuracy: 11
Energy: 10

RBs:

Name: Rippen
Speed: 13
Hands: 10
Tackle Breaking: 10
Energy: 13

Name: Jason
Speed: 10
Hands: 10
Tackle Breaking: 10

Energy: 13

Name: Sycotic

Speed: 8

Hands: 13

Tackle Breaking: 7

Energy: 10

Name: Reserves

Speed: 7

Hands: 5

Tackle Breaking: 5

Energy: 5

WRs:

Name: Deadhead

Speed: 12

Hands: 13

Tackle Breaking: 5

Energy: 13

Name: D. Compose

Speed: 10

Hands: 10

Tackle Breaking: 8

Energy: 10

Name: Graves

Speed: 7

Hands: 10

Tackle Breaking: 5

Energy: 10

Name: Reserves

Speed: 6

Hands: 10

Tackle Breaking: 6

Energy: 6

Offensive Line:

Name: Reserves

Speed: 10

Pass Blocking: 13

Run Blocking: 13

Energy: 15

Defensive Linemen:

Name: Toxin

Speed: 10

Tackling: 10

Wounding: 10

Energy: 10

Name: Cabal

Speed: 5

Tackling: 13

Wounding: 13

Energy: 13

Name: D. Kay

Speed: 9

Tackling: 8

Wounding: 10

Energy: 10

Name: Reserves

Speed: 6

Tackling: 5

Wounding: 5

Energy: 10

Linebackers:

Name: Hoagie

Speed: 10

Tackling: 8

Wounding: 12

Energy: 10

Name: Madman

Speed: 12

Tackling: 13

Wounding: 13

Energy: 13

Name: Exorcist

Speed: 8

Tackling: 10

Wounding: 13

Energy: 10

Name: Reserves

Speed: 6

Tackling: 5

Wounding: 5

Energy: 10

Defensive Backs:

Name: Lou Cifer

Speed: 15

Tackling: 10

Wounding: 10

Energy: 13

Name: Viper

Speed: 15

Tackling: 9
Wounding: 10
Energy: 10

Name: Executer
Speed: 13
Tackling: 10
Wounding: 10
Energy: 10

Name: Reserves
Speed: 10
Tackling: 9
Wounding: 5
Energy: 5

Kicker:

Name: Dry Rot
Speed: 13
Range: 12
Accuracy: 13
Energy: 13

Punter:

Name: Snot
Speed: 6
Range: 11
Accuracy: 6
Energy: 10

Midway Monsters Coach: Bricka
Team Rank: 8 Offensive Rank: 14 Defensive Rank: 8
Offensive Audibles: Confusion, Super Strength
Defensive Audibles: Confusion, Super Speed

Home Field: Monster Field
Hazards: Mines, Rocks
Surface: Turf

Comments: The Monsters have a horrible passing game. Fortunately they have the best RB in the entire league. McCrash is good at receiving, but McSlam is frequently unable to get the ball to him. The defense is led by the linemen. Their running defense is very potent with a decent passing defense.

Bricka on better teams: Since some of you will be dead meat by the time the _____ are through with you, we have provided your loved ones with free coupons for McAdaver's Crematorium and Family Bar-B-Q.

Bricka on equal teams: I want you all to remember that our opponents are our equals, a mirror image. I know most of you guys break mirrors when you look in them, but it won't be that easy with the _____.

Bricka on worse teams: My philosophy is if you can't say something nice about someone, kill them, the _____ are no-talent slime. So you know what to do.

QBs:

Name: Grim McSlam
Speed: 10
Pass Range: 12
Pass Accuracy: 10
Energy: 6

Name: T. Sacks
Speed: 7
Pass Range: 7
Pass Accuracy: 2
Energy: 10

Name: Reserves
Speed: 5
Pass Range: 3
Pass Accuracy: 3
Energy: 10

RBs:

Name: Bones Jackson
Speed: 15
Hands: 15
Tackle Breaking: 13
Energy: 13

Name: The Bridge
Speed: 5
Hands: 5
Tackle Breaking: 15
Energy: 11

Name: Mendy
Speed: 8
Hands: 5
Tackle Breaking: 5
Energy: 10

Name: Reserves
Speed: 5
Hands: 5
Tackle Breaking: 5
Energy: 5

WRs:

Name: Bolt
Speed: 11
Hands: 11

Tackle Breaking: 3
Energy: 10

Name: McCrash
Speed: 6
Hands: 10
Tackle Breaking: 5
Energy: 10

Name: Sky
Speed: 6
Hands: 10
Tackle Breaking: 5
Energy: 10

Name: Reserves
Speed: 7
Hands: 8
Tackle Breaking: 5
Energy: 5

Offensive Line:

Name: Reserves
Speed: 7
Pass Blocking: 8
Run Blocking: 13
Energy: 15

Defensive Linemen:

Name: Clampton
Speed: 3
Tackling: 10
Wounding: 10
Energy: 10

Name: Fats
Speed: 5
Tackling: 7
Wounding: 10
Energy: 10

Name: Bent
Speed: 12
Tackling: 12
Wounding: 12
Energy: 12

Name: Reserves
Speed: 5
Tackling: 5
Wounding: 5
Energy: 10

Linebackers:

Name: Wolfen
Speed: 13
Tackling: 10
Wounding: 10
Energy: 10

Name: Killington
Speed: 8
Tackling: 13
Wounding: 13
Energy: 13

Name: Buttneck
Speed: 10
Tackling: 10
Wounding: 13
Energy: 10

Name: Reserves
Speed: 6
Tackling: 5
Wounding: 5
Energy: 10

Defensive Backs:

Name: Gast Lee
Speed: 14
Tackling: 9
Wounding: 10
Energy: 10

Name: Astick
Speed: 13
Tackling: 9
Wounding: 3
Energy: 15

Name: N. Sane
Speed: 11
Tackling: 9
Wounding: 7
Energy: 13

Name: Reserves
Speed: 10
Tackling: 9
Wounding: 5
Energy: 7

Kicker:

Name: Butthead

Speed: 13
Range: 11
Accuracy: 12
Energy: 10

Punter:

Name: Bufu
Speed: 7
Range: 11
Accuracy: 7
Energy: 5

Slaycity Slayers Coach: Buck Troll
Team Rank: 9 Offensive Rank: 10 Defensive Rank: 10
Offensive Audibles: Confusion, Rocket Pack
Defensive Audibles: Electrocute, Ghosts

Home Field: Butcher Dome
Hazards: Mines, Fire Pits, Rocks
Surface: Craters

Comments: The Slayers are led by a strong defense, which is dominated by the best linebacker, if not the best player in the game. K.T. Slayer. Their offense is led by Troll RB Gorth, who can break enough tackles to keep the offense moving. The passing game is pretty weak, two average WRs and a below average QB.

Buck Troll on better teams: Since some of you will be dead meat by the time the _____ are through with you, we have provided your loved ones with free coupons for McAdaver's Crematorium and Family Bar-B-Q.

Buck Troll on equal teams: I want you all to remember that our opponents are our equals, a mirror image. I know most of you guys break mirrors when you look in them, but it won't be that easy with the _____.

Buck Troll on worse teams: My philosophy is if you can't say something nice about someone, kill them, the _____ are no-talent slime. So you know what to do.

QBs:

Name: Kraken
Speed: 10
Pass Range: 10
Pass Accuracy: 10
Energy: 10

Name: Zork
Speed: 6
Pass Range: 7
Pass Accuracy: 7
Energy: 10

Name: Reserves
Speed: 4
Pass Range: 5
Pass Accuracy: 3
Energy: 10

RBs:

Name: Gorth
Speed: 12
Hands: 10
Tackle Breaking: 13
Energy: 12

Name: Zed
Speed: 10
Hands: 6
Tackle Breaking: 10
Energy: 10

Name: Barf
Speed: 8
Hands: 6
Tackle Breaking: 7
Energy: 10

Name: Reserves
Speed: 5
Hands: 5
Tackle Breaking: 5
Energy: 10

WRs:

Name: Zard
Speed: 12
Hands: 13
Tackle Breaking: 5
Energy: 7

Name: Quad
Speed: 7
Hands: 15
Tackle Breaking: 12
Energy: 12

Name: Thal
Speed: 10
Hands: 10
Tackle Breaking: 10
Energy: 10

Name: Reserves
Speed: 10
Hands: 9
Tackle Breaking: 5

Energy: 5

Offensive Line:

Name: Reserves
Speed: 6
Pass Blocking: 10
Run Blocking: 13
Energy: 15

Defensive Linemen:

Name: Kong
Speed: 6
Tackling: 9
Wounding: 8
Energy: 12

Name: Whack
Speed: 8
Tackling: 8
Wounding: 10
Energy: 10

Name: Rage
Speed: 8
Tackling: 10
Wounding: 13
Energy: 15

Name: Reserves
Speed: 5
Tackling: 5
Wounding: 3
Energy: 10

Linebackers:

Name: Bash
Speed: 10
Tackling: 9
Wounding: 10
Energy: 10

Name: Rash
Speed: 9
Tackling: 7
Wounding: 9
Energy: 12

Name: K.T. Slayer
Speed: 15
Tackling: 15
Wounding: 15

Energy: 13

Name: Reserves

Speed: 5

Tackling: 5

Wounding: 5

Energy: 10

Defensive Backs:

Name: Stryke

Speed: 13

Tackling: 8

Wounding: 9

Energy: 7

Name: Byke

Speed: 12

Tackling: 5

Wounding: 10

Energy: 8

Name: Krull

Speed: 8

Tackling: 10

Wounding: 9

Energy: 10

Name: Reserves

Speed: 10

Tackling: 5

Wounding: 5

Energy: 5

Kicker:

Name: Brak

Speed: 12

Range: 11

Accuracy: 12

Energy: 5

Punter:

Name: Spurt

Speed: 11

Range: 10

Accuracy: 12

Energy: 1

Terminator Trolz

Team Rank: 10

Coach: Dante N. Ferno

Offensive Rank: 11

Defensive Rank: 11

Offensive Audibles: Skunk, Super Strength

Defensive Audibles: QB Smash, Strength

Home Field: Inferno Field

Hazards: Mines, Fire Pits, Rocks

Surface: Craters

Comments: The Trolz are composed entirely of Trolls, oddly enough. They're quite slow and suffer badly against very fast teams. Their defense is led by a very punishing running defense. The pass defense lacks in the long yardage throws. Their offense is mostly running as well. The QB and WRs are all below average.

Dante N. Ferno on better teams: We're going to face the _____, one of the toughest teams in the league. Some of you will live, some will die. Either way, I'll see you later.

Dante N. Ferno on equal teams: The infernal thing about this game is that the _____ are no better than us but no worse, either. And they're no less willing to cheat. That's the thing to remember.

Dante N. Ferno on worse teams: The _____ may look inept, weak, stupid, and clumsy. Don't be fooled though -- they're even worse than they look. They don't stand a chance against you devil dogs.

QBs:

Name: Sliceman

Speed: 8

Pass Range: 12

Pass Accuracy: 12

Energy: 10

Name: Sly

Speed: 7

Pass Range: 6

Pass Accuracy: 10

Energy: 10

Name: Reserves

Speed: 3

Pass Range: 6

Pass Accuracy: 6

Energy: 10

RBs:

Name: Steamer

Speed: 12

Hands: 7

Tackle Breaking: 11

Energy: 12

Name: Traag

Speed: 8

Hands: 5

Tackle Breaking: 6
Energy: 10

Name: T. Rex
Speed: 6
Hands: 12
Tackle Breaking: 12
Energy: 12

Name: Reserves
Speed: 5
Hands: 5
Tackle Breaking: 3
Energy: 5

WRs:

Name: Diceman
Speed: 13
Hands: 13
Tackle Breaking: 10
Energy: 10

Name: Rush
Speed: 13
Hands: 10
Tackle Breaking: 11
Energy: 7

Name: Ton
Speed: 10
Hands: 10
Tackle Breaking: 7
Energy: 10

Name: Reserves
Speed: 5
Hands: 9
Tackle Breaking: 5
Energy: 3

Offensive Line:

Name: Reserves
Speed: 9
Pass Blocking: 6
Run Blocking: 10
Energy: 15

Defensive Linemen:

Name: Mo Puke
Speed: 9
Tackling: 14

Wounding: 14
Energy: 10

Name: Trashy
Speed: 9
Tackling: 6
Wounding: 6
Energy: 10

Name: Spew Puke
Speed: 11
Tackling: 14
Wounding: 14
Energy: 10

Name: Reserves
Speed: 7
Tackling: 5
Wounding: 4
Energy: 10

Linebackers:

Name: Nova
Speed: 13
Tackling: 10
Wounding: 10
Energy: 12

Name: Scald
Speed: 5
Tackling: 8
Wounding: 12
Energy: 10

Name: Boilpus
Speed: 7
Tackling: 8
Wounding: 5
Energy: 10

Name: Reserves
Speed: 5
Tackling: 3
Wounding: 5
Energy: 10

Defensive Backs:

Name: Metall
Speed: 13
Tackling: 7
Wounding: 10
Energy: 10

Name: Heat

Speed: 12
Tackling: 10
Wounding: 10
Energy: 10

Name: Spasm
Speed: 8
Tackling: 10
Wounding: 10
Energy: 13

Name: Reserves
Speed: 7
Tackling: 5
Wounding: 6
Energy: 5

Kicker:

Name: Choker
Speed: 12
Range: 11
Accuracy: 5
Energy: 10

Punter:

Name: Slapsy
Speed: 10
Range: 11
Accuracy: 10
Energy: 10

Turbo Techies Coach: Tran Shooter
Team Rank: 11 Offensive Rank: 9 Defensive Rank: 13
Offensive Audibles: Rumble Fumble, Rocket Pack
Defensive Audibles: Electrocute, Super Speed

Home Field: Asteroid 66
Hazards: Rocks, Low Gravity, Abyss, Pits
Surface: Craters

Comments: The Techies have a great passing game, with a fabulous WR. The QB lacks some passing skill though. Their running game isn't bad, just very fragile against troll dominated defenses. The Techies have a great defensive line, but lack some of the skill needed against the pass.

Tran Shooter on better teams: Scouting intelligence indicates we will have to crunch numbers to ensure victory in game with the _____. If we don't crunch numbers, they'll crunch us.

Tran Shooter on equal teams: High resolution satellite surveillance of _____ practice indicates parity exists between them and us. Increased rule-negative behavior is suggested.

Tran Shooter on worse teams: He doesn't say anything! Weird!

QBs:

Name: IC Circuits
Speed: 10
Pass Range: 12
Pass Accuracy: 11
Energy: 15

Name: Brunitis
Speed: 5
Pass Range: 8
Pass Accuracy: 9
Energy: 10

Name: Reserves
Speed: 2
Pass Range: 5
Pass Accuracy: 7
Energy: 3

RBs:

Name: Wires
Speed: 12
Hands: 5
Tackle Breaking: 15
Energy: 10

Name: Ohms
Speed: 4
Hands: 7
Tackle Breaking: 8
Energy: 10

Name: Elvis
Speed: 10
Hands: 1
Tackle Breaking: 10
Energy: 15

Name: Reserves
Speed: 3
Hands: 2
Tackle Breaking: 4
Energy: 5

WRs:

Name: Gil-9000
Speed: 13
Hands: 12

Tackle Breaking: 7
Energy: 15

Name: Nitram
Speed: 8
Hands: 15
Tackle Breaking: 8
Energy: 13

Name: Socket
Speed: 12
Hands: 11
Tackle Breaking: 7
Energy: 10

Name: Reserves
Speed: 10
Hands: 9
Tackle Breaking: 5
Energy: 10

Offensive Line:

Name: Reserves
Speed: 10
Pass Blocking: 7
Run Blocking: 10
Energy: 15

Defensive Linemen:

Name: Toaster
Speed: 10
Tackling: 11
Wounding: 13
Energy: 12

Name: String
Speed: 7
Tackling: 10
Wounding: 11
Energy: 15

Name: Diode
Speed: 9
Tackling: 9
Wounding: 10
Energy: 11

Name: Reserves
Speed: 8
Tackling: 7
Wounding: 9
Energy: 10

Linebackers:

Name: MM13X
Speed: 13
Tackling: 10
Wounding: 10
Energy: 15

Name: Armor
Speed: 5
Tackling: 8
Wounding: 6
Energy: 13

Name: XFormer
Speed: 9
Tackling: 8
Wounding: 6
Energy: 10

Name: Reserves
Speed: 8
Tackling: 5
Wounding: 5
Energy: 5

Defensive Backs:

Name: Lectron
Speed: 15
Tackling: 6
Wounding: 10
Energy: 15

Name: Toro-3000
Speed: 11
Tackling: 7
Wounding: 7
Energy: 10

Name: Tranx
Speed: 11
Tackling: 5
Wounding: 7
Energy: 13

Name: Reserves
Speed: 7
Tackling: 3
Wounding: 5
Energy: 7

Kicker:

Name: Schlock

Speed: 3
Range: 11
Accuracy: 2
Energy: 3

Punter:

Name: Yurie
Speed: 3
Range: 11
Accuracy: 7
Energy: 3

Psycho Slashers Coach: Madness
Team Rank: 12 Offensive Rank: 12 Defensive Rank: 12
Offensive Audibles: Bomb, Super Speed
Defensive Audibles: QB Smash, Super Strength

Home Field: The Asylum
Hazards: Mines, Pits, Rocks
Surface: Desert

Comments: An all alien team who lack speed on the offense. Their QBs are too slow and the RBs don't have the power to make up for their lack of speed. The defense is led by the linebackers, but expect this defense to give up many big plays.

Madness on better teams: On any given day, the _____ can beat any team in the league. Except today, when they'll probably just beat us and leave the other teams alone. To win, we have to cheat our sneakiest.

Madness on equal teams: The _____ match up with us so evenly that they're almost our twins: Immoral, cruel, savage, and ugly as homemade sin.

Madness on worse teams: The _____ are slower than the south end of a northbound garden slug and just as soft. I can't wait to hear the sound they'll make when you squish them.

QBs:

Name: Badsore
Speed: 4
Pass Range: 13
Pass Accuracy: 13
Energy: 10

Name: Stress
Speed: 8
Pass Range: 11
Pass Accuracy: 6
Energy: 7

Name: Reserves
Speed: 5

Pass Range: 4
Pass Accuracy: 4
Energy: 7

RBs:

Name: Hairpus
Speed: 11
Hands: 9
Tackle Breaking: 12
Energy: 10

Name: Bigrick
Speed: 7
Hands: 9
Tackle Breaking: 10
Energy: 10

Name: Rad Roxy
Speed: 7
Hands: 5
Tackle Breaking: 7
Energy: 10

Name: Reserves
Speed: 5
Hands: 3
Tackle Breaking: 3
Energy: 7

WRs:

Name: Swamp
Speed: 15
Hands: 15
Tackle Breaking: 5
Energy: 15

Name: Stone
Speed: 13
Hands: 13
Tackle Breaking: 8
Energy: 10

Name: Gross
Speed: 7
Hands: 13
Tackle Breaking: 10
Energy: 10

Name: Reserves
Speed: 8
Hands: 9
Tackle Breaking: 2
Energy: 5

Offensive Line:

Name: Reserves
Speed: 7
Pass Blocking: 8
Run Blocking: 8
Energy: 15

Defensive Linemen:

Name: Gangrene
Speed: 13
Tackling: 13
Wounding: 11
Energy: 10

Name: Blackwood
Speed: 7
Tackling: 8
Wounding: 8
Energy: 10

Name: Bashin Smack
Speed: 5
Tackling: 10
Wounding: 6
Energy: 10

Name: Reserves
Speed: 3
Tackling: 4
Wounding: 2
Energy: 7

Linebackers:

Name: Traction
Speed: 6
Tackling: 12
Wounding: 12
Energy: 12

Name: Blood Squirt
Speed: 5
Tackling: 8
Wounding: 3
Energy: 10

Name: Jack Slam
Speed: 8
Tackling: 10
Wounding: 5
Energy: 10

Name: Reserves
Speed: 3
Tackling: 5
Wounding: 5
Energy: 7

Defensive Backs:

Name: Blunt
Speed: 15
Tackling: 5
Wounding: 10
Energy: 15

Name: Vomitz
Speed: 14
Tackling: 9
Wounding: 10
Energy: 13

Name: Smell
Speed: 11
Tackling: 8
Wounding: 10
Energy: 10

Name: Reserves
Speed: 8
Tackling: 8
Wounding: 10
Energy: 10

Kicker:

Name: Fritz
Speed: 9
Range: 11
Accuracy: 9
Energy: 10

Punter:

Name: Bloto
Speed: 6
Range: 11
Accuracy: 8
Energy: 7

Rad Rockers Coach: Strato Blaster
Team Rank: 13 Offensive Rank: 6 Defensive Rank: 14-t
Offensive Audibles: Confusion, Rocket Pack
Defensive Audibles: Blackout, Super Speed

Home Field: The Void Club
Hazards: Rocks, Pits, Abyss
Surface: Space Rock

Comments: The Rockers have a good passing game, but their best WR can't get in with reserves off. The running game isn't strong, but it's reasonably quick and will get you out of many short third down situations. The defense is a lost cause, only decent against the pass.

Strato Blaster on better teams: Some of you may be looking past this game with the _____. That's the worst thing you could do, especially since most of you will be dead by the time its over.

Strato Blaster on equal teams: This is a heartbreaking game for me, men. The _____ match us so close I can't get good odds on them. So try and cheer your old coach up and fracture a few skulls today.

Strato Blaster on worse teams: The _____ couldn't beat a two-legged dog in a three-legged race. They're doormats, so make sure you wipe your feet on them before you leave the field.

QBs:

Name: Phil Slim
Speed: 5
Pass Range: 15
Pass Accuracy: 15
Energy: 10

Name: Hopeless
Speed: 10
Pass Range: 11
Pass Accuracy: 9
Energy: 8

Name: Reserves
Speed: 3
Pass Range: 12
Pass Accuracy: 11
Energy: 10

RBs:

Name: Shredder
Speed: 12
Hands: 1
Tackle Breaking: 10
Energy: 15

Name: Clash
Speed: 9
Hands: 10
Tackle Breaking: 10
Energy: 10

Name: Ingo
Speed: 4
Hands: 13
Tackle Breaking: 10
Energy: 10

Name: Reserves
Speed: 3
Hands: 5
Tackle Breaking: 5
Energy: 10

WRs:

Name: Spike
Speed: 10
Hands: 12
Tackle Breaking: 5
Energy: 11

Name: Harley
Speed: 11
Hands: 10
Tackle Breaking: 5
Energy: 10

Name: Bravo
Speed: 10
Hands: 12
Tackle Breaking: 13
Energy: 12

Name: Reserves
Speed: 3
Hands: 9
Tackle Breaking: 14
Energy: 10

Offensive Line:

Name: Reserves
Speed: 10
Pass Blocking: 9
Run Blocking: 8
Energy: 15

Defensive Linemen:

Name: Marvel
Speed: 4
Tackling: 9
Wounding: 7
Energy: 10

Name: Skull
Speed: 8
Tackling: 6
Wounding: 6
Energy: 10

Name: Grinder
Speed: 6
Tackling: 8
Wounding: 15
Energy: 10

Name: Reserves
Speed: 3
Tackling: 4
Wounding: 2
Energy: 4

Linebackers:

Name: L.T. Impaler
Speed: 13
Tackling: 13
Wounding: 11
Energy: 11

Name: Tenderizer
Speed: 3
Tackling: 5
Wounding: 12
Energy: 10

Name: Twits
Speed: 8
Tackling: 10
Wounding: 1
Energy: 6

Name: Reserves
Speed: 4
Tackling: 4
Wounding: 2
Energy: 5

Defensive Backs:

Name: Shatter
Speed: 13
Tackling: 7
Wounding: 10
Energy: 13

Name: Rumble
Speed: 15
Tackling: 8
Wounding: 10

three-legged race. They're doormats, so make sure you wipe your feet on them before you leave the field.

QBs:

Name: Rapier
Speed: 13
Pass Range: 4
Pass Accuracy: 4
Energy: 13

Name: Malicious
Speed: 12
Pass Range: 6
Pass Accuracy: 1
Energy: 10

Name: Reserves
Speed: 2
Pass Range: 1
Pass Accuracy: 1
Energy: 2

RBs:

Name: Haager
Speed: 14
Hands: 8
Tackle Breaking: 13
Energy: 13

Name: Smashers
Speed: 10
Hands: 4
Tackle Breaking: 12
Energy: 12

Name: Wothead
Speed: 6
Hands: 2
Tackle Breaking: 14
Energy: 14

Name: Reserves
Speed: 7
Hands: 1
Tackle Breaking: 10
Energy: 10

WRs:

Name: Rusty
Speed: 10
Hands: 10

Tackle Breaking: 13
Energy: 12

Name: Pounce
Speed: 9
Hands: 10
Tackle Breaking: 12
Energy: 12

Name: Conar
Speed: 7
Hands: 10
Tackle Breaking: 10
Energy: 10

Name: Reserves
Speed: 5
Hands: 9
Tackle Breaking: 4
Energy: 4

Offensive Line:

Name: Reserves
Speed: 5
Pass Blocking: 2
Run Blocking: 14
Energy: 15

Defensive Linemen:

Name: Zackar
Speed: 8
Tackling: 7
Wounding: 12
Energy: 12

Name: Redbeard
Speed: 10
Tackling: 8
Wounding: 10
Energy: 10

Name: Brutis
Speed: 7
Tackling: 10
Wounding: 13
Energy: 10

Name: Reserves
Speed: 7
Tackling: 7
Wounding: 5
Energy: 7

Linebackers:

Name: Vex
Speed: 10
Tackling: 8
Wounding: 13
Energy: 10

Name: Zuckfat
Speed: 6
Tackling: 6
Wounding: 14
Energy: 12

Name: Dreg
Speed: 10
Tackling: 7
Wounding: 11
Energy: 10

Name: Reserves
Speed: 6
Tackling: 6
Wounding: 3
Energy: 6

Defensive Backs:

Name: Vulgorr
Speed: 13
Tackling: 10
Wounding: 6
Energy: 10

Name: Traxx
Speed: 12
Tackling: 8
Wounding: 5
Energy: 10

Name: Grendal
Speed: 10
Tackling: 10
Wounding: 10
Energy: 12

Name: Reserves
Speed: 10
Tackling: 5
Wounding: 3
Energy: 7

Kicker:

Name: Zarkoff

Speed: 14
Range: 11
Accuracy: 9
Energy: 10

Punter:

Name: Rott
Speed: 8
Range: 11
Accuracy: 12
Energy: 10

Icebay Bashers Coach: Iced Bodies
Team Rank: 15 Offensive Rank: 13 Defensive Rank: 14-t
Offensive Audibles: Rumble Fumble, Rocket Pack
Defensive Audibles: Blackout, Ghosts

Home Field: The Hard Place
Hazards: Thin Ice
Surface: Space Ice

Comments: The Bashers have a great QB, but he lacks mobility. Their WRs are sub par and drop a lot of really good passes. With no running game to speak of, this team will turn the ball over a lot. Their defense is pretty bad too. They can cause many incompletions, but can't bring a person down if they do catch the ball.

Iced Bodies on better teams: On any given day, the _____ can beat any team in the league. Except today, when they'll probably just beat us and leave the other teams alone. To win, we have to cheat our sneakiest.

Iced Bodies on equal teams: The _____ match up with us so evenly that they're almost our twins: Immoral, cruel, savage, and ugly as homemade sin.

Iced Bodies on worse teams: The _____ are slower than the south end of a northbound garden slug and just as soft. I can't wait to hear the sound they'll make when you squish them.

QBs:

Name: Darkstar
Speed: 8
Pass Range: 14
Pass Accuracy: 12
Energy: 10

Name: H. Thermia
Speed: 11
Pass Range: 6
Pass Accuracy: 9
Energy: 7

Name: Reserves

Speed: 3
Pass Range: 9
Pass Accuracy: 9
Energy: 7

RBs:

Name: Pirahna
Speed: 9
Hands: 11
Tackle Breaking: 9
Energy: 10

Name: The Nail
Speed: 3
Hands: 4
Tackle Breaking: 14
Energy: 14

Name: Taylor
Speed: 6
Hands: 7
Tackle Breaking: 7
Energy: 10

Name: Reserves
Speed: 3
Hands: 4
Tackle Breaking: 6
Energy: 8

WRs:

Name: Dare
Speed: 10
Hands: 12
Tackle Breaking: 7
Energy: 12

Name: Browser
Speed: 9
Hands: 10
Tackle Breaking: 11
Energy: 11

Name: Fracture
Speed: 7
Hands: 10
Tackle Breaking: 6
Energy: 6

Name: Reserves
Speed: 7
Hands: 9
Tackle Breaking: 1
Energy: 5

Offensive Line:

Name: Reserves
Speed: 10
Pass Blocking: 13
Run Blocking: 13
Energy: 15

Defensive Linemen:

Name: Alleringe
Speed: 10
Tackling: 6
Wounding: 6
Energy: 10

Name: Concussion
Speed: 8
Tackling: 5
Wounding: 4
Energy: 10

Name: M. Damage
Speed: 4
Tackling: 11
Wounding: 9
Energy: 11

Name: Reserves
Speed: 5
Tackling: 4
Wounding: 2
Energy: 7

Linebackers:

Name: The Robber
Speed: 11
Tackling: 11
Wounding: 5
Energy: 12

Name: Bonelick
Speed: 10
Tackling: 6
Wounding: 3
Energy: 10

Name: Crashsky
Speed: 4
Tackling: 10
Wounding: 10
Energy: 14

Name: Reserves
Speed: 6
Tackling: 3
Wounding: 3
Energy: 5

Defensive Backs:

Name: Jackknife
Speed: 14
Tackling: 8
Wounding: 10
Energy: 11

Name: Acid
Speed: 13
Tackling: 8
Wounding: 8
Energy: 11

Name: B.L. Zero
Speed: 11
Tackling: 8
Wounding: 8
Energy: 9

Name: Reserves
Speed: 10
Tackling: 8
Wounding: 4
Energy: 4

Kicker:

Name: Cool Kick
Speed: 10
Range: 11
Accuracy: 10
Energy: 8

Punter:

Name: Plotz
Speed: 10
Range: 11
Accuracy: 10
Energy: 8

Screaming Evils Coach: Buddy Riot
Team Rank: 16 Offensive Rank: 16 Defensive Rank: 16
Offensive Audibles: Pass Blast, Super Speed

Defensive Audibles: Electrocute, Super Strength

Home Field: Tripout Stadium

Hazards: Mines, Pits, Rocks

Surface: Rubber

Comments: The Evils have a bulb flashing QB who can out run most defenses. The WRs are unable to catch his passes though. The running game is pretty bad as well. Their defense is led by the best lineman in the game. Their secondary gives up a lot of plays if the linemen don't get the QB down on the ground fast enough.

Buddy Riot on better teams: Since some of you will be dead meat by the time the _____ are through with you, we have provided your loved ones with free coupons for McAdaver's Crematorium and Family Bar-B-Q.

Buddy Riot on equal teams: I want you all to remember that our opponents are our equals, a mirror image. I know most of you guys break mirrors when you look in them, but it won't be that easy with the _____.

Buddy Riot on worse teams: My philosophy is if you can't say something nice about someone, kill them, the _____ are no-talent slime. So you know what to do.

QBs:

Name: The Razor Kid

Speed: 15

Pass Range: 15

Pass Accuracy: 8

Energy: 15

Name: Saminela

Speed: 5

Pass Range: 10

Pass Accuracy: 4

Energy: 10

Name: Reserves

Speed: 2

Pass Range: 8

Pass Accuracy: 3

Energy: 5

RBs:

Name: Amps

Speed: 7

Hands: 12

Tackle Breaking: 8

Energy: 10

Name: Thing

Speed: 9

Hands: 9

Tackle Breaking: 6

Energy: 10

Name: Masher

Speed: 5

Hands: 7

Tackle Breaking: 14

Energy: 12

Name: Reserves

Speed: 2

Hands: 3

Tackle Breaking: 3

Energy: 2

WRs:

Name: Trip

Speed: 8

Hands: 14

Tackle Breaking: 9

Energy: 12

Name: Glue

Speed: 12

Hands: 12

Tackle Breaking: 4

Energy: 10

Name: McKillin

Speed: 8

Hands: 10

Tackle Breaking: 8

Energy: 10

Name: Reserves

Speed: 6

Hands: 9

Tackle Breaking: 3

Energy: 6

Offensive Line:

Name: Reserves

Speed: 8

Pass Blocking: 13

Run Blocking: 10

Energy: 15

Defensive Linemen:

Name: Blood Bath

Speed: 6

Tackling: 13

Wounding: 6

Energy: 10

Name: Reggie Fright

Speed: 13

Tackling: 13

Wounding: 15

Energy: 12

Name: The Axe

Speed: 9

Tackling: 10

Wounding: 5

Energy: 10

Name: Reserves

Speed: 4

Tackling: 4

Wounding: 3

Energy: 10

Linebackers:

Name: Hulken

Speed: 6

Tackling: 5

Wounding: 3

Energy: 10

Name: Knuckles

Speed: 7

Tackling: 3

Wounding: 5

Energy: 15

Name: Evil Dead

Speed: 5

Tackling: 8

Wounding: 5

Energy: 10

Name: Reserves

Speed: 3

Tackling: 4

Wounding: 1

Energy: 5

Defensive Backs:

Name: D. Kay

Speed: 9

Tackling: 7

Wounding: 6

Energy: 10

Name: The Guardian

Speed: 13

Tackling: 10
Wounding: 10
Energy: 10

Name: Back Stab
Speed: 7
Tackling: 10
Wounding: 10
Energy: 12

Name: Reserves
Speed: 5
Tackling: 2
Wounding: 5
Energy: 5

Kicker:

Name: Garth
Speed: 6
Range: 11
Accuracy: 13
Energy: 10

Punter:

Name: Gutz
Speed: 11
Range: 11
Accuracy: 7
Energy: 10

Road Warriors Coach: Mad Maxx
Team Rank: 17 Offensive Rank: 15 Defensive Rank: 18
Offensive Audibles: Rumble Fumble, Super Speed
Defensive Audibles: QB Smash, Super Speed

Home Field: The Wasteland
Hazards: Pits
Surface: Wasteland

Comments: The best WR in the league resides here, unfortunately the QB has a throwing range of about twenty yards, making passing very difficult. The running game is a lost cause as well. The defense is horrible. Feel good if you limit the other team to a field goal every now and then.

Mad Maxx on better teams: We're going to face the _____, one of the toughest teams in the league. Some of you will live, some will die. Either way, I'll see you later.

Mad Maxx on equal teams: The infernal thing about this game is that the _____ are no better than us but no worse, either. And they're no less willing to cheat. That's the thing to remember.

QBs:

Name: Bullit
Speed: 7
Pass Range: 8
Pass Accuracy: 12
Energy: 9

Name: Gash
Speed: 10
Pass Range: 8
Pass Accuracy: 6
Energy: 10

Name: Reserves
Speed: 4
Pass Range: 5
Pass Accuracy: 3
Energy: 5

RBs:

Name: Crash
Speed: 10
Hands: 13
Tackle Breaking: 13
Energy: 13

Name: Buster
Speed: 8
Hands: 3
Tackle Breaking: 8
Energy: 10

Name: Yaz
Speed: 6
Hands: 10
Tackle Breaking: 7
Energy: 10

Name: Reserves
Speed: 7
Hands: 1
Tackle Breaking: 10
Energy: 10

WRs:

Name: Slicer
Speed: 15
Hands: 13
Tackle Breaking: 15
Energy: 13

Name: Skiporr
Speed: 9
Hands: 10
Tackle Breaking: 15
Energy: 10

Name: Zoob
Speed: 9
Hands: 10
Tackle Breaking: 5
Energy: 5

Name: Reserves
Speed: 9
Hands: 9
Tackle Breaking: 5
Energy: 3

Offensive Line:

Name: Reserves
Speed: 7
Pass Blocking: 13
Run Blocking: 12
Energy: 15

Defensive Linemen:

Name: The Bruiser
Speed: 5
Tackling: 12
Wounding: 13
Energy: 10

Name: Mad Dog
Speed: 7
Tackling: 4
Wounding: 11
Energy: 10

Name: Bog
Speed: 6
Tackling: 5
Wounding: 3
Energy: 12

Name: Reserves
Speed: 4
Tackling: 2
Wounding: 3
Energy: 4

Linebackers:

Name: Scratch
Speed: 6
Tackling: 6
Wounding: 10
Energy: 10

Name: Hatchet
Speed: 4
Tackling: 15
Wounding: 15
Energy: 15

Name: McWimp
Speed: 13
Tackling: 7
Wounding: 10
Energy: 10

Name: Reserves
Speed: 5
Tackling: 7
Wounding: 5
Energy: 7

Defensive Backs:

Name: Cremator
Speed: 13
Tackling: 6
Wounding: 7
Energy: 10

Name: Rap
Speed: 11
Tackling: 5
Wounding: 3
Energy: 10

Name: Glitch
Speed: 10
Tackling: 10
Wounding: 10
Energy: 10

Name: Reserves
Speed: 10
Tackling: 4
Wounding: 5
Energy: 5

Kicker:

Name: Skunk
Speed: 3
Range: 11
Accuracy: 13

Energy: 7

Punter:

Name: Loser
Speed: 5
Range: 6
Accuracy: 7
Energy: 3

Killer Konvikts Coach: The Warden
Team Rank: 18 Offensive Rank: 18 Defensive Rank: 17
Offensive Audibles: Rumble Fumble, Rocket Pack
Defensive Audibles: QB Smash, Super Speed

Home Field: The Pen
Hazards: Thin Ice, Mines, Abyss
Surface: Space Ice

Comments: The Konvikts are led by their running game. Its punishing to small defenses but is unable to go up against great defenders. Their passing game is limited by their average WRs. The defense is very good against the run but can't knock down too many passes. Expect to give up a lot of points.

The Warden on better teams: Some of you may be looking past this game with the _____. That's the worst thing you could do, especially since most of you will be dead by the time its over.

The Warden on equal teams: This is a heartbreaking game for me, men. The _____ match us so close I can't get good odds on them. So try and cheer your old coach up and fracture a few skulls today.

QBs:

Name: Bloodman
Speed:
Pass Range:
Pass Accuracy:
Energy:

Name: Butler
Speed:
Pass Range:
Pass Accuracy:
Energy:

Name: Reserves
Speed:
Pass Range:
Pass Accuracy:
Energy:

RBs:

Name: The Butcher
Speed: 10
Hands: 10
Tackle Breaking: 14
Energy: 14

Name: Lizzy
Speed:
Hands:
Tackle Breaking:
Energy:

Name: Speck
Speed:
Hands:
Tackle Breaking:
Energy:

Name: Reserves
Speed:
Hands:
Tackle Breaking:
Energy:

WRs:

Name: Slash
Speed:
Hands:
Tackle Breaking:
Energy:

Name: Assassin
Speed:
Hands:
Tackle Breaking:
Energy:

Name: Maniac
Speed:
Hands:
Tackle Breaking:
Energy:

Name: Reserves
Speed:
Hands:
Tackle Breaking:
Energy:

Offensive Line:

Name:
Speed:

Pass Blocking:
Run Blocking:
Energy:

Defensive Linemen:

Name: Ripper
Speed:
Tackling:
Wounding:
Energy:

Name: Aorta
Speed:
Tackling:
Wounding:
Energy:

Name: Convicted
Speed:
Tackling:
Wounding:
Energy:

Name: Reserves
Speed:
Tackling:
Wounding:
Energy:

Linebackers:

Name: Smuggler
Speed:
Tackling:
Wounding:
Energy:

Name: Nubinator
Speed:
Tackling:
Wounding:
Energy:

Name: Axle
Speed:
Tackling:
Wounding:
Energy:

Name: Reserves
Speed:
Tackling:
Wounding:
Energy:

Defensive Backs:

Name: Boss

Speed:

Tackling:

Wounding:

Energy:

Name: Strangler

Speed:

Tackling:

Wounding:

Energy:

Name: Skelter

Speed:

Tackling:

Wounding:

Energy:

Name: Reserves

Speed:

Tackling:

Wounding:

Energy:

Kicker:

Name: Cheat

Speed:

Range:

Accuracy:

Energy:

Punter:

Name: Steal

Speed:

Range:

Accuracy:

Energy:

Sixty Whiners

Coach: McWhimple

Team Rank: 19

Offensive Rank: 19

Defensive Rank: 19

Offensive Audibles: Confusion, Invisibility

Defensive Audibles: Blackout, Super Strength

Home Field: Winkystink Park

Hazards: None

Surface: Grass

Comments: The Whiners are the worst team in the game. Their players will often

die with the death index only at rough. Their only high point is a somewhat effective running game, which lasts about as long as the running backs stay alive. The defense might as well not take the field, it isn't going to stop any running play. The secondary occasionally knocks down a pass on accident to keep the game from being a total blow out.

McWhimple on better teams: You have something to look forward to after the _____ cream you. The floral arrangements for your funerals arrived early, and some of them are quite lovely.

McWhimple on equal teams: The _____ are a pretty average team, so if they beat us, I don't want to hear any excuses. Just submit them in writing instead.

QBs:

Name: No Lips
Speed: 7
Pass Range: 7
Pass Accuracy: 7
Energy: 7

Name: Hicksy
Speed: 5
Pass Range: 6
Pass Accuracy: 6
Energy: 5

Name: Reserves
Speed: 5
Pass Range: 5
Pass Accuracy: 5
Energy: 5

RBs:

Name: Chucky
Speed: 10
Hands: 2
Tackle Breaking: 2
Energy: 7

Name: Stumble
Speed: 6
Hands: 5
Tackle Breaking: 3
Energy: 5

Name: Jockstrap
Speed: 3
Hands: 7
Tackle Breaking: 5
Energy: 10

Name: Reserves
Speed: 5
Hands: 5

Tackle Breaking: 5
Energy: 5

WRs:

Name: No Hands
Speed: 7
Hands: 9
Tackle Breaking: 2
Energy: 5

Name: Cupcake
Speed: 4
Hands: 12
Tackle Breaking: 5
Energy: 5

Name: Mittens
Speed: 5
Hands: 9
Tackle Breaking: 2
Energy: 5

Name: Reserves
Speed: 3
Hands: 9
Tackle Breaking: 1
Energy: 3

Offensive Line:

Name: Reserves
Speed: 5
Pass Blocking: 5
Run Blocking: 3
Energy: 15

Defensive Linemen:

Name: Rancid
Speed: 3
Tackling: 6
Wounding: 3
Energy: 10

Name: Strain
Speed: 5
Tackling: 5
Wounding: 4
Energy: 7

Name: Hangnail
Speed: 6
Tackling: 5

Wounding: 2
Energy: 10

Name: Reserves
Speed: 2
Tackling: 2
Wounding: 2
Energy: 5

Linebackers:

Name: Ms. Stake
Speed: 5
Tackling: 5
Wounding: 3
Energy: 10

Name: Fish
Speed: 3
Tackling: 7
Wounding: 4
Energy: 10

Name: Pushover
Speed: 7
Tackling: 4
Wounding: 4
Energy: 10

Name: Reserves
Speed: 5
Tackling: 2
Wounding: 2
Energy: 5

Defensive Backs:

Name: Spanky
Speed: 11
Tackling: 3
Wounding: 6
Energy: 5

Name: Toast
Speed: 10
Tackling: 5
Wounding: 3
Energy: 5

Name: Booger
Speed: 10
Tackling: 10
Wounding: 7
Energy: 10

Name: Reserves

Speed: 9
Tackling: 3
Wounding: 5
Energy: 3

Kicker:

Name: No Hope
Speed: 6
Range: 10
Accuracy: 2
Energy: 3

Punter:

Name: Useless
Speed: 5
Range: 11
Accuracy: 3
Energy: 3

x) The Plays

Offensive Play Book

Shotgun: Plays are designed to pick up large passing gains. The QB starts well behind the offensive line to gain some extra time.

-Deep Go: The receivers will stack to the left and go very long looking for a long yardage pass. Receiver C, the RB, will go up field about ten yards, stop for a bit and begin running quite far down field. This play is most effective when the pass is completed to either Receiver A or C.
-Rating: 9/10

-Shuttle Left/right: Not really a pass as the ball is just given to the RB, who will be able to pick up good yardage against the defense expecting a pass. This play works against almost any formation with a good running back.
-Rating: 10/10

-Down 'N Shoot: Receivers A and B will go way down field for a long pass, receiver C, the RB, will stay around the line of scrimmage to dump the ball of to. This play tends not to work too well though as receiver A is often covered in it.
-Rating: 6/10

-Sideline: Designed to get about a ten yard gain and then step out of bounds to stop the clock. This play is set up quickly and gets decent yardage to any of the receivers.
-Rating: 8/10

-Option: The ball is given to the RB, who can either run with it, or toss it to a receiver or back to the QB. The QB will often get open on the right

sideline using this play. However, receivers don't always have good hands and RBs don't have the best arms.

-Rating: 7/10

Formation Rating: 9/10

Run 'N Kill: used to get medium passing plays or explosive running plays.

-Slash Left/Right: A running play, the ball is pitched off to the RB who will attempt to cut up field for a large gain. This play quite ineffective against defenses in short or goal line formations. This play will give a great gain if the defense is in a pass formation.

-Rating: 7/10

-Bruise Blast: A quick handoff to the RB who will run pretty much up the middle. This is designed to pick up a yard or two quickly. If the defense is spread out though, this play can pick up a lot more aided by the blocking of the offensive Linemen.

-Rating: 6/10

-Quick Shot: A short range passing play which is very effective against zone defenses. This play will work well if the defense is in a medium or deep zone layout as the pass will happen in front of them. Very bad results will occur if they are in goal line or short ranged defenses.

-Rating: 5/10

-Cross Right: Another quick pass play trying to hit receivers A or B. If they are not open, the RB will be a dump off man.

-Rating: 6/10

-Kill Option: Another option play, the RB will get the ball and will be able to run with it or toss it back to the QB or WRs. This option play fails more often than the one in the shotgun formation.

-Rating: 5/10

Formation Rating: 7/10

Mud 'N Guts: A "T" formation with a solid mix of passes and runs of all distances.

-Draw Blood: This play is apparently supposed to fool a defender by bringing up pass windows while the QB hands the ball off to the RB. This all happens so fast though that it loses the effect. On top of that, the RB runs straight up the middle.

-Rating: 5/10

-Slay Action: This passing play is possibly the best play in the game. The RB, will go very long as the WRs go medium range. If completed. this pass will give massive yardage.

-Rating: 9/10

-Bruise 'Em: A running play which basically runs the RB straight up the middle in a hole that the WR hopefully cleared out. Good for a yard, maybe.

-Rating: 4/10

-Blade Scream: Receiver A goes long, B and C stay short for screen passes.

This play never seems to work well as the defense doesn't get spread out.

-Rating: 4/10

-Slice Left/Right: Another running play, this one is lacking though as the RB starts several yards behind the line of scrimmage, thus causing him less time to make a good cut up field.

-Rating: 6/10

Formation Rating: 7/10

Impact: Designed for very short yardage situations.

-Black Flag: Receivers A and B go a short distance out and cross the field in hopes of getting one of them open. This will often work against man vs. man formations, but not against the zone defense. Receiver C goes well down field for a deep throw option, but it takes a while.

-Rating: 7/10

-Crush Right/Left: The Worst left/right play yet, the RB starts well to far in the backfield with very insecure blocking.

-Rating: 3/10

-Crash 'N Burn: this play is designed for 4rth and 1 situations. The RB will be given the ball and hop over the backs of the offensive line in hopes of landing a yard farther down field. This play usually succeeds for a yard, but it has other uses as well. With very strong RBs, the defense will often get hammered when he collides into them.

-Rating: 7/10

-Bruise Blast: Pretty much the same play as the one in the Run 'N kill setup. This time the WR gives a lead block hoping to give a bit more room. It isn't that good of a play though, losing yardage a good deal of the time.

-Rating: 5/10

-Meat hook: A pass play which sends the receivers charging out, but suddenly looping back to catch a short range pass. Ideally, the defenders will respond to the turn around slowly allowing the receiver to make a move or head to the side lines. The ball is under thrown a lot on this play if your hurried.

-Rating: 6/10

Formation Rating: 6/10

Kicks: Oddly enough this is where you kick Field goals and Punt the ball from.

-Punt: Used Usually on 4rth down, giving the ball to the other team. If you have no QBs left and don't want to forfeit, this is one of two plays you can run.

-Fake Punt: The other play you can run with no QB. Your punter will line up and try to toss the ball to a WR. Be warned though, punters have very poor throwing arms.

-Rating: 3/10

-Field Goal: Attempt to kick a field goal for three points.

-Fake Field Goal: The QB will hold the ball after the snap and attempt to

complete a pass to the Kicker or one of the WRs.

-Rating: 6/10

Wild: A bunch of trick/desperation plays.

-Deathbone: this is supposed to be an option play, however, I've never once seen this play work since the ball never seems to get handed off.

-Rating: 0/10

-Rad Reverse: The ball is handed to the RB, who will hand it off to the left WR ten yards behind the line of scrimmage. Everyone shifts to block to the right. If the WR manages to get back to the line of scrimmage there's often a LOT of room to run, however, many times he's brought down for a loss.

-Rating: 6/10

-Blud Right: The Receivers will go out on varying paths hoping to spread the defense out to get a man open for a long catch. In actuality, with mostly zone defenses, this never happens.

-Rating: 5/10

-Razzle Dazzle: A trick play in which the QB gives the ball to the RB, who then gives it back to the QB. At this point, we're five seconds into the play and ten yards behind the line of scrimmage. Assuming you haven't been sacked yet, there's a good shot you'll have a receiver open at long and medium range.

-Rating: 5/10

-Terror Screen: A combination of sideline and blood scream. Everyone spreads out at short range hoping to get a catch and take it out of bounds.

-Rating: 6/10

-Hail Scary: A miracle pass play hoping to get a touchdown in one quick throw. All the receivers just head as far as they can before running out the back of the end zone. If your QB has the arm strength to get it there, you've got a good shot at it. If not, the ball will be under thrown and more than likely intercepted.

-QB sneak: the QB will keep the ball and run straight forward hoping to pick up a much needed one yard. He almost always gets the yardage, but with reserves on this play can back fire with a death and fumble.

-Rating: 6/10

-Bribe Ref: Give the ref some money, once per half, to call some fake penalties on the other team. This can be effective for getting a few yards.

Formation Rating: 5/10

Defensive Play Book

Deep Zone: Designed to stop long plays, will give up short to moderate gains though.

-Blitzkrieg: A five man blitz designed to get to the QB before he can get a throw off. Not effective if the QB is lined up far behind the line of scrimmage.

-Rating: 7/10

-Crash Tight: Man to Man defensive Pass play with only two blitzers. This play is good against passes but has limited effectiveness against the run.

-Rating: 7/10

-Wide Zone: A Zone defense which is very effective against passes. The run defense is good up close and far back. There are some holes in the middle though.

-Rating: 9/10

-Deep Zone 1: Very deep pass coverage to keep long gains from happening. Almost any short run will pick up some good yardage against this play.

-Rating: 6/10

-Deep Zone 2: Double Coverage defense against the pass. The run is left very open. Almost any running play will pick up at least six or seven yards. This play is effective late in the game when teams pass frequently to catch up.

-Rating: 8/10

Formation Rating: 7/10

Medium Zone: Designed to stop plays between five and twenty yards.

-Mash Blitz: An all out blitz to stop a run. No one is left behind to defend the pass. Make sure to get the QB before he gets you.

-Rating: 7/10

-Tight Man: Man to Man coverage pass protection with a strong blitz to the QB. If your team is fast this play will work well, if your team is large, this play will hurt you badly. This play also fails against crossing routes.

-Rating: 6/10

-Bump 'N Stun: The best defensive play in the game. This play has the linebackers nudge the receivers off the line slowing them down. Then following them into man on man coverage. The Defensive line meanwhile will have a good pass rush on the QB. This play will hold almost any short and medium yardage offensive play.

-Rating: 10/10

-Kill Wide: A play which covers left to right very well. The range is about fifteen to twenty yards. This play is quite good at containing sweeps and screen passes. This play is not effective against up the middle charges and deep passing situations.

-Rating: 8/10

-Kill Deep: A good selection against a very long pass, it will however give up many short passes and fails to contain most runs.

-Rating: 6/10

Formation Rating: 8/10

Short Zone: A strong defense against the run aided by a good defense against very short passes. This formation uses a four man front line to get a man past the three man offensive lines.

-Man Left: A five man blitz to get a runner who you believe will go to the

left. Short and medium passes to the left will also be shut down. One man will remain covering the right side, however, most any play to the right will pick up significant yardage.

-Rating: 6/10

-Man Right: A five man blitz to get a runner who you believe will go to the Right, Short and medium passes to the right will also be shut down. One man will remain covering the left side, however, most any play to the left will pick up significant yardage

-Rating: 6/10

-Blud Blitz: A five man centrally aimed blitz. This is designed to sack the QB quickly as it leaves the field quite open for passing plays.

-Rating: 5/10

-Full Zone: A zone defense against passing plays. The whole field is well covered by this play, except for screen passes and short runs to the right.

-Rating: 7/10

-Short Zone: Pretty much the opposite of Full zone. The center is stacked with defenders to prevent up the middle runs and option type plays. Passes to the sides will work more often than not.

-Rating: 6/10

Formation Rating: 6/10

Goal Line: Designed to make a heroic stand against a 4th and one or to keep a team out of the end zone. This formation uses five offensive linemen with only two players guarding the pass.

-Guts Left: A massive blockade against anything going short range to the left. Any pass over ten yards to either side will succeed. Any play going to the right side will also work well since there is no one there to stop it.

-Rating: 5/10

-Guts Right: A massive blockade against anything going short range to the Right. Any pass over ten yards to either side will succeed. Any play going to the left side will also work well since there is no one there to stop it.

-Rating: 5/10

-Guts Blitz: A huge five man blitz which will stop any middle run and most sweep runs. Pass Coverage is good until about ten yards.

-Rating: 6/10

-Blud Man: This is a short range version of the Medium Zone, "tight man" play. This is a good defense against probable fake field goals. This offers the best man to man coverage in the goal line formation but will give up short runs.

-Rating: 7/10

-Blud Zone: The only zone coverage in the Goal Line formation. This play will give up more passes than Blud Man but is far better at stopping the short runs. In addition, one of the lineman will go for an all out blitz while the rest of the defense contain.

Rating: 8/10

Formation Rating: 7/10

Special: Special teams and Miracle play stoppers.

-Punt Return: One of two options against the Punt. This one will send one player back to receive it and run it back. He will be aided by the rest of the line trying to hold off the tacklers.

-Punt Block: The other option against a punt. This play will have no one in position to field the punt. This play gambles that the seven on five man advantage at the front line will get a man through in order to block the punt.

-Field Goal Block: A formation in which all seven members of the defense try to overwhelm the three linemen and two WRs in order to block a field goal or extra point attempt.

-Bribe Ref: Give the ref some money, once per half, to call some fake penalties on the other team. This can be effective for getting a few yards.

-Prevent: The best defense against a possible fake punt or fake field goal. The field is covered very well in hopes of preventing the long fake gain.

-Rating: 6/10

-Deep Prevent: This play has only one purpose. To stop the HUGE throwing play at the end of a half. This play sets five men very deep, three of them in fact start more than fifteen yards downfield. This play will give in to any play that runs in under 15 yards. This is the best counter for a Hail Scary.

-Rating: 8/10

Formation Rating: 7/10

xi) Playoff Codes

Darkstar Dragons
Divisional Playoffs: FH55CY111Z
League Playoffs: FHF5CY111P
Mutant Bowl: FHK111111M

Midway Monsters
Divisional Playoffs: 3CS1111111
League Playoffs: 3CF111111K
Mutant Bowl: 3CK111111F

Turbo Techies
Divisional Playoffs: NM5111111Z
League Playoffs: NMF111111V
Mutant Bowl: NMK111111Q

Screaming Evils
Divisional Playoffs: KH5111113
League Playoffs: KHF111111M
Mutant Bowl: KHK111111H

Road Warriors
Divisional Playoffs: BC51111114
League Playoffs: BCF111111D
Mutant Bowl: BCK111111J

Terminator Trolz
Divisional Playoffs: MH51111111
League Playoffs: MHF111111K
Mutant Bowl: MHK111111F

Sixty Whiners
Divisional Playoffs: CB51111114
League Playoffs: CBF111111D
Mutant Bowl: CBK111111J

Icebay Bashers
Divisional Playoffs: 2C51111111
League Playoffs: 2CF111111J
Mutant Bowl: 2CK111111D

Slaycity Slayers
Divisional Playoffs: LM51111114
League Playoffs: LMF111111D
Mutant Bowl: LMK111111J

Rad Rockers
Divisional Playoffs: 5C5111111C
League Playoffs: 5CF111111H
Mutant Bowl: 5CK111111M

Deathskin Razors
Divisional Playoffs: 1C51111113
League Playoffs: 1CF111111M
Mutant Bowl: 1CK111111H

Misfit Demons
Divisional Playoffs: JM5111111B
League Playoffs: JMF111111G
Mutant Bowl: JMK111111L

War Slammers

Divisional Playoffs: D25111111M
League Playoffs: D2F1111113
Mutant Bowl: D2K111111C

Killer Konvikts
Divisional Playoffs: HK51111113
League Playoffs: HKF111111M
Mutant Bowl: HKK111111H

Vile Vulgars
Divisional Playoffs: 4C5111111B
League Playoffs: 4CF111111G
Mutant Bowl: 4CK111111L

Psycho Slashers
Divisional Playoffs: GH51111114
League Playoffs: GHF111111D
Mutant Bowl: GHK111111J

xii) Referee Names

After using the Kill ref Audible (a,c,c) if the ref receives mortal injuries he will be replaced by another one. Refs are also replaced if they fall in fire pits or are otherwise killed.

Deaf Blinders
I.C. Nothing
Mr. Big
Slicky Fats
Gee Blush
Crowd Hater
Flesh Pots
Fin Siecle

xiii) Credits

CJayC - the founder of GameFAQs for hosting this guide.

Melissa - For finding my wrong words.

Myself - For loving this game so much and taking the time to do the playoffs with every team

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