



MUTANT FOOTBALL LEAGUE

MANUAL



SYSTEM REQUIREMENTS

- Windows 7 or higher
- Intel Core2Quad 2.67 GHz
- NVIDIA GeForce GTX 460 with 1.5+ GB of memory
- 4GB RAM, 6GB free space on disk

Controller is recommended

USING STEAM

To Install Mutant Football League

1. Run Steam or activate its window if Steam is already running.
2. Select LIBRARY menu.
3. Under Games template find **Mutant Football League** game and select it.
4. Press INSTALL button at the right panel.
5. When the installation is done, press PLAY button to play the game.

To activate a key for the Steam game

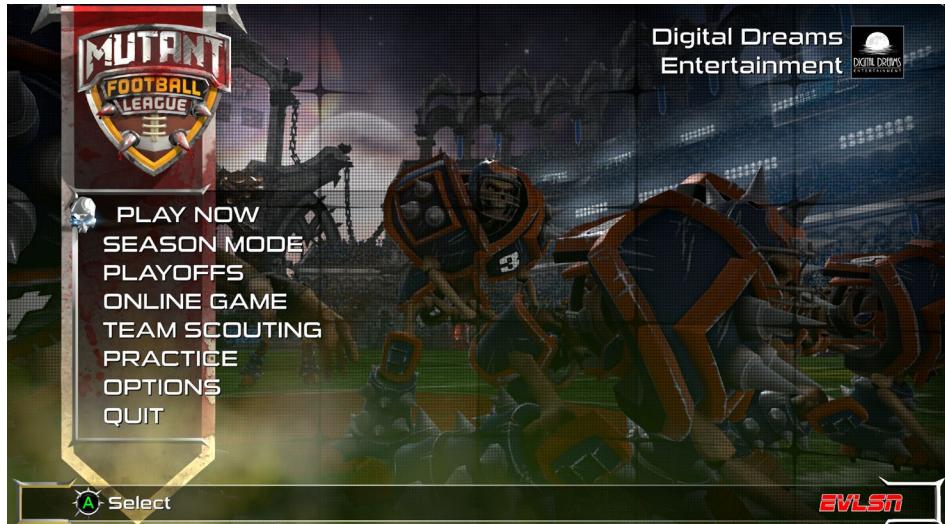
1. Press ADD A GAME button at the lower left corner.
2. Select Activate a product.
3. Read and sign EULA.
4. Enter the key.
5. Game will appear at the LIBRARY/GAMES.
6. Follow previous instructions.





STARTING A GAME

The Main Menu is how you access different play modes and options.



Move the skull icon by moving left stick up or down.
To select press A button (Xbox One) or cross button (PS4).

Play Modes

PLAY NOW

Begins a single offline MFL game between any two teams of your choice. Single games are not part of a season and have no playoff implications. Players can die during a game but everyone comes back for the next game. You can play a single player against the computer or 2 to 4 local multiplayer games (head to head or cooperatively).

Selecting Play Now takes user to the Team Match-Up Screen.

SEASON MODE

Pick a team and play a grueling 13 game season where deaths carry over from game to game. Teams winning their division move onto the playoffs for a chance to compete in the glory of the Mayhem Bowl!

New Season

Starts a new season and takes user to the Team Select Screen.

Note: Only one season can be saved at a time. If you start a new season, it will overwrite a saved season.

Continue Season

Resumes a saved season.

Selecting Continue Season takes user to the saved Season Dashboard.

Note: See starting a New Season for details.

PLAYOFFS

Don't have the time to invest in a season? Playoff mode puts you right into the playoffs where it's win or go home. Choose your team and compete in playoff rounds. Beat the competition and advance to next round and the Mayhem Bowl.

New Playoffs

Starts a new playoff round and takes user to the Team Select Screen.

Note: Only one playoffs can be saved at a time. If you start a new playoffs it will overwrite a saved playoffs.

Continue Playoffs

Resumes saved playoffs.

Selecting Continue Playoffs takes user to the saved Playoffs Dashboard.

Note: See Starting New Playoffs for additional details.

ONLINE GAME

Begins an online game where it's you against another player. Choose your team and game settings, then go head to head and crush the competition under your cleats.

Note: See Starting Online Games for additional details.

PRACTICE

Want to hone up on your passing skills? Want to get better at defending against the pass or using a juke move? Practice mode allows your team to scrimmage on a practice field with or without a defense.

Note: See Practice for additional details.

Options

To access game options highlight Options in the Main Menu and press A button (Xbox One) or cross button (PS4). User can now select which options to change.



GAME OPTIONS:

Takes user to Game Options screen.

GRAPHICS OPTIONS:

PC only. Takes user to Graphics Options Screen.

CONTROLLER HELP:

Shows controller functions for offense and defense for Xbox One and PS4 controllers.

GAME OPTIONS



Master Volume:	Increases or decreases audio volume of game.
Music Volume:	Increases or decreases music volume only.
Announcer Volume:	Increases or decreases announcer volume.
Controller Icons:	PC only. Changes controller icons.
Mature Language:	Parental control. Turns on / off swearing in the game.
Vibration:	Turns on /off controller vibration.
Tutorial & Tips:	Turns on / off in game tutorial & tip messages.

GRAPHICS OPTIONS

Graphic adjustments to improve overall PC game performance.



Quality:	Low, Medium and High settings.
VSync:	On/Off
Texture Quality:	Low and High settings.
Shadows:	Off (turns off shadows), Hard (hard edged shadows), Soft (soft edged shadows).
Shadow Resolution:	Low, Medium, High, Ultra.

Note: *Changing settings to low increases game frame rate.*

CONTROLLER HELP

Shows control configuration for offense and defense.

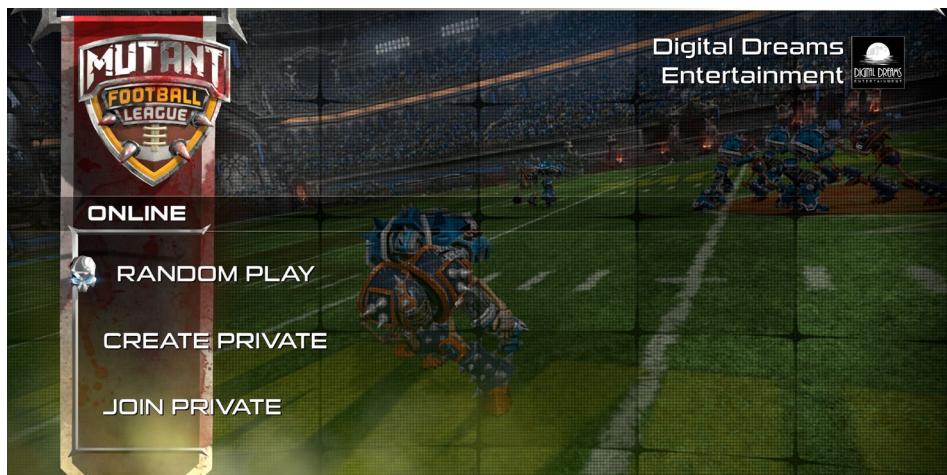


STARTING ONLINE GAME

To play an online game you must have internet access and be online.

PLAYING ON STEAM

Select Online Game on the Main Menu and press A button (Xbox One) or cross button (PS4). You will be taken to the online lobby.



Random Play

Play against the online community. Settings below determine what type of match you are looking for.

- **Matchmaking: Resurrection:** Players can die but are resurrected for the next play.
- **Matchmaking: No Resurrection:** Players die and stay dead.

Create Private Room

You can play with specific people by sharing a randomly generated code and inviting them to play.

Join Private Room

You can join a private room by inputting code.

Once a match is accepted, all users will be taken to the Team Match-Up Screen.

TEAM SELECTION

The Team Match-Up Screen is where users decide what teams will be playing. The “Away” team is on the left and the “Home” team is on the right.



You can select which team you want to play as by moving the highlighted controller with the left stick to the left (for Away Team) or right (for Home Team).

To change teams move the left stick up or down. The helmets and team names will change along with their overall team rating number. The higher a team rating number is, the better the team is.

You will play as whichever team your controller icon is positioned by.

When the match-up is set, pressing A button (Xbox One) or cross button (PS4) will begin the game.

Spectate

To watch a game just position the highlighted controller in the center position. The two teams will play under AI control.

Local Multiplayer



Two (2) to four (4) users can play a multiplayer game on the same monitor. The game automatically knows how many controllers are plugged into the system and each controller icon will have a color highlight. The users should move their controllers to whichever team they want to play as.

Users can confirm their selection by pressing A button (Xbox One) or cross button (PS4) and a "READY" icon will appear.

Note: The color each user has in this screen will be the same color in the game designating which player each user has control of.

Versus Mode

Users will position their controller icon under both the home and away team.



Cooperative Mode



All users position their controller icons under the same team.

When everyone is ready to start (all "READY" icons are displayed for every user), any user pressing the A button (Xbox One) or cross button (PS4) and the game will begin!

Game Settings

You can adjust various game setting to meet your individual preference. Game settings can be accessed on the Team Match-Up Screen by pressing X button (Xbox One) or square button (PS4).



Quarter Length

Change the length of the quarter from 1 to 5 minutes (default is 3:00).

Dirty Tricks

- **On** (default): Teams have Dirty Tricks in their playbooks.
- **Off**: Teams do not have Dirty Tricks in their playbooks.

Bench Substitutions

- **Auto** (default): AI automatically handles all bench substitutions. Players are automatically substituted when their health is below 30%.
- **Manual**: Users must manage their bench. Players on field stay on field regardless of their health until they are substituted by the user.

Resurrection

- **Each Play**: Players are automatically brought back to life after every play.
- **Off** (default): Players who die, stay dead.

Karnage Level

Karnage level determines the overall violence and team aggression on the field. User can adjust to their personal preferences.

- **Off:** Turns off all blood and gore in the game.
- **Weenie:** Low level of gore and team aggression.
- **Rough:** Medium level of gore and team aggression.
- **Brutal** (default): High level of gore and team aggression.
- **Massacre:** Cover your eyes, it's going to get messy!

Difficulty

Difficulty settings will increase or decrease player ratings on the user and AI team to make the game friendlier for casual players or impossibly hard for expert players.

- **Newbie:** Easiest level of play.
- **Rookie** (default)
- **Normal**
- **All-Pro**
- **All-Star masochist:** For experts players only.

Tutorial & Tips

- **On:** Tutorial and tip messages play during game.
- **Tips Only:** Only tip messages play during game.
- **Off:** No Tutorial or tip messages play during game.





XBOX ONE



Offense before Snap

Left stick: Receiver in motion

A button: Snap ball

B button: Hut (fake snap)

X button: Call audible

- A button: Pass plays
- X button: Run plays
- Y button: Dirty Trick plays
- B button: Cancel audible

Audible will expire after 3 seconds if no button is pressed

Right trigger: Players' health / Routes

Left trigger: Players' health / Routes

Right bumper: Audible: Flip play (opposite)

Left bumper: Audible: Flip play (opposite)

Running

Left stick: Move player

A button: Spin attack

Y button:	Hurdle
B button:	Straight arm
X button:	Dive
Right trigger:	Speed burst
Left trigger:	Lateral ball
Right stick:	Juke

Passing Mode

Left stick:	Move quarterback
A button:	Pass to running back / receiver A
Y button:	Throw ball away (out of bounds)
B button:	Pass to receiver B
X button:	Pass to right receiver X

Tap for lob pass

Hold for a bullet pass

Right trigger:	Speed burst / Scramble
Left trigger:	Lateral ball
Right stick:	Juke

Receiving

Left stick:	Move player
A button:	Spin attack
Y button:	Jump to catch
B button:	Switch to targeted receiver
X button:	Dive to catch
Right trigger:	Speed burst



Defense before Snap

Left stick: Move player

B button: Switch player

X button: Call audible

- A button: Cover plays
- X button: Attack plays
- Y button: Dirty Trick plays
- B button: Cancel audible

Audible will expire after 3 seconds if no button is pressed

Right trigger: Players' health / Coverage

Left trigger: Players' health / Coverage

Right bumper: Audible: Flip play (opposite)

Left bumper: Audible: Flip play (opposite)

Defense / Tackling the Ball Carrier

Left stick: Move player

A button: Tackle

A button +

Right trigger: Hit tackle

Y button: Jump

- Hands up / Block ball (standing)
- Hurdle (running)

B button: Switch player

X button:	Dive tackle
X button +	
Right trigger:	Missile dive tackle
Right trigger:	Speed burst
Right bumper:	Spin right (breaks block)
Left bumper:	Spin left (breaks block)

FIGHTING CONTROLS

Late Hits

After a play is over, users will have 3 seconds to deliver late hits on the opposing team. Players can be injured or killed.

Left stick:	Move player
A button:	Kick
	<ul style="list-style-type: none"> • Get up (if on ground). • Cheap shot (if opposing player is on ground).
B button:	Switch player
X button:	Punch

SPECIAL TEAMS CONTROLS

Offense before Snap

Left stick:	Control trajectory and angle of kick or punt
A button:	Snap ball / Start kick meter

Press and hold A button down to activate kick meter. Release to kick.

ADDITIONAL

View button:	Call a timeout
Menu button:	Pause game



Offense before Snap

Left stick: Receiver in motion

Cross button: Snap ball

Circle button: Hut (fake snap)

Square button: Call audible

- Cross button: Pass plays
- Square button: Run plays
- Triangle button: Dirty Trick plays
- Circle button: Cancel audible

Audible will expire after 3 seconds if no button is pressed

R1 button: Players' health /Routes

L1 button: Players' health / Routes

R2 button: Audible: Flip play (opposite)

L2 button: Audible: Flip play (opposite)

Running

Left stick: Move player

Cross button: Spin attack

Triangle button: Hurdle

Circle button: Straight arm

Square button:	Dive
R1 button:	Speed burst
L1 button:	Lateral ball
R2 button:	Juke right
Right stick:	Juke left

Passing Mode

Left stick:	Move quarterback
Cross button:	Pass to running back / receiver Cross
Triangle button:	Throw ball away (out of bounds)
Circle button:	Pass to receiver Circle
Square button:	Pass to right receiver Square
<i>Tap for lob pass</i>	
<i>Hold for a bullet pass</i>	
R1 button:	Speed burst / Scramble
L1 button:	Lateral ball
Right stick:	Juke

Receiving

Left stick:	Move player
Cross button:	Spin attack
Triangle button:	Jump to catch
Circle button:	Switch to targeted receiver
Square button:	Dive to catch
R1 button:	Speed burst

DEFENSE CONTROLS



Defense before Snap

Left stick: Move player

Circle button: Switch player

Square button: Call audible

- Cross button: Cover plays
- Square button: Attack plays
- Triangle button: Dirty Trick
- Circle button: Cancel audible

R1 button: Players' health/Coverage

L1 button: Players' health/Coverage

R2 button: Audible: Flip play (opposite)

L2 button: Audible: Flip play (opposite)

Defense / Tackling the Ball Carrier

Left stick: Move player

Cross button: Wrap tackle (tackler wraps his arms around ballcarrier and tackles him)

Cross button +

R1 button:

Hit tackle (tackler lowers his shoulder and delivers a bruising hit)

Triangle button: Jump

- Hands up / Block ball (standing)
- Hurdle (running)

Circle button: Switch player

Square button:	Dive tackle
Square button + R1 button:	Missile dive tackle
R1 button:	Speed burst
R2 button:	Spin right (breaks block)
L2 button:	Spin left (breaks block)

FIGHTING CONTROLS

Late Hits

After a play is over, users will have 3 seconds to deliver late hits on the opposing team.

Left stick:	Move player
Cross button:	Kick
	<ul style="list-style-type: none"> • Get up (if on ground) • Cheap shot (if opposing player is on ground)
Circle button:	Switch player
Square button:	Punch

SPECIAL TEAMS CONTROLS

Offense before Snap

Left stick:	Control trajectory and angle of kick/punt
Cross button:	Snap ball / Start kick meter

Press and hold cross button down to activate kick meter. Release to kick.

ADDITIONAL

SHARE button:	Call a timeout
OPTIONS button:	Pause game

PC CONTROLS

Offense

Offense before Snap

Arrows	Receiver in motion
S	Snap ball
W	Hut (fake snap)
E	Call audible
• W	Pass plays
• Q	Run plays
• E	Dirty Trick plays
• Backspace	Cancel audible
Q	Players' health / routes
Tab	Flip play

Running

Arrows	Move player
S	Spin attack
W	Hurdle
D	Straight arm
A	Dive
Shift	Speed burst
F	Lateral ball
Q/E	Juke left / right

Passing Mode

Arrows	Move quarterback
A	Pass to runner / receiver A
W	Throw ball away
S	Pass to receiver S
D	Pass to receiver D
Shift	Speed burst / scramble
F	Lateral ball
Q/E	Juke left / right

Receiving

Arrows	Move player
S	Spin attack
W	Jump to catch
F	Switch to targeted receiver
A	Dive to catch
Shift	Speed burst



Defense

Defense before Snap

Arrows	Move player
F	Switch player
E	Call audible
• W	Cover plays
• Q	Attack plays
• E	Dirty Trick plays
• Backspace	Cancel audible
Q	Players' health / routes
Tab	Flip play

Q/E Break block (left / right)

Late Hits

Arrows	Move player
S	Kick
F	Switch player
A/D	Punch left / right

Tackling the Ballcarrier

Arrows	Move player
S	Tackle
Shift+S	Hit tackle
W	Jump
F	Switch player
A	Dive tackle
Shift+A	Missile dive tackle
Shift	Speed burst

Special Teams

Before snap

Arrows	Trajectory
S	Snap ball

Additional

T	Timeout
Escape	Pause



MFL GAME RULES



DAVE DEVRIES '13

The following are the official rules of the **Mutant Football League**. These rules are written in stone, and it's a penalty to chisel them off.



The Basics

Each team has 3 separate units: the offense, these are the players who are on the field when the team has possession of the ball; the defense, players who line up to stop the other team's offense; and special teams that only come in on kicking situations (punts, field goals, and kickoffs). Only 7 players are on the field from one team at any one time. Got it? Good. There will be a test later.

The Offense

One 7 man team has possession of the football. It is called the offense and it tries to advance the ball down the field—by running with the ball or throwing it—and most importantly, score points by crossing the goal line and getting into an area called the end zone. No jokes please.

The Defense

The other team (also with 7 players) is called the defense. It tries to stop the offensive team and make it give up possession of the ball. If the team with the ball does score or is forced to give up possession, the offensive and defensive teams switch roles (the offensive team goes on defense and the defensive team goes on offense), and so on, back and forth, until all four quarters of the game have been played. The team with the most points at the end of the fourth quarter will be considered the winner of the game. Of course in the MFL, you can also win by killing enough players on the opposing team but more on that later.

Special Teams

Special teams are units that are on the field during kicking plays. While many players who appear on offensive or defensive squads also play similar roles on special teams (offensive linemen to block, or defensive players to tackle) there are some specialist roles which are unique to the kicking game like a kicker, punter or burn returner.

Turnovers

While trying to advance the football to the end zone, the offense may accidentally turn the ball over to the defense in one of two ways:

The Fumble

When the ball carrier or passer drops the ball, that's a fumble.

Any player on the field can recover the ball by diving on it or he can run with it. The team that recovers a fumble either gets or retains possession of the ball. Unlike the NFL, in MFL recovered fumbles can be advanced by either team.

In MFL, if the ball carrier dies during a play it always results in a fumble. So the lesson for the day is... kill the ball carrier and he will fumble. Remember this because it will also be included on your test.

The Interception

An aggressive defense can regain possession of the ball by catching (intercepting) passes meant for players on the other team. This also really pisses off the quarterback. Both fumble recoveries and interceptions can be run back into the end zone for touchdowns.



The Field

The field measures 100 yards long and 60 yards wide, we know this is different but this is a videogame so we took some liberties but don't tell anyone or we'll break your fingers. Little white markings on the field called yard markers help the players, officials, and the fans keep track of the ball (providing the fans limit their alcohol consumption during the game). Probably the most important part of the field is the end zone. It's an additional 10 yards on each end of the field. This is where the points add up! When the offense—the team with possession of the ball—gets the ball into the opponent's end zone, they score points.

Time

Possession is determined at the start of the game by a monster toss. The team that wins the toss can either kickoff or receive the ball.

Games are divided into four quarters, separated by a halftime. There are also 2-minute breaks at the end of the first and third quarters as teams change ends of the field after every 3 minutes of play. At the end of the first and third quarters, the team with the ball retains possession heading into the following quarter. That is not the case after halftime. The second half starts with a kickoff in the same way as the game began in the first quarter.

- A quarter is 3 minutes (default).
- Options allow for player to set their own time length (between 1 and 5 minute quarters).
- There is a two minute warning when there is 2 min remaining in the first half (before halftime) and 2 min remaining in the second half (end of game).

Whichever team kicked the ball to start the game will receive the ball at the start of the second half.





Game Clock

The game clock keeps track of the time remaining in a quarter and sometimes it stops for the following reasons:

- Incomplete passing plays.
- When a player goes out of bounds.
- When a penalty is called: those refs are always slowing down the game.
- When a timeout is called: game clock stops until the next snap of the ball.
- At the two minute warning.
- After scores (touchdowns, safeties, etc.): game clock stops until the ball is kicked off and returned by the opposing team (after the initial score and extra point).
- End of quarters: game clock stops until the next snap or kickoff.
- After punt returns: game clock stops until the next snap of the ball.
- After kick returns: game clock stops until the next snap of the ball.
- After touchbacks: when the return man catches the ball in the endzone and stays there.
- After successful onside kicks: when the kicking team recovers the ball.
- After all changes of possession (turnovers, kickoffs, etc.)

The clock starts again when the ball is re-spotted by an official.

If a game is tied at the end of regulation, an overtime period will be played with the game clock off. In the MFL, this is called Sudden Death Overtime (see Overtime for details).

Possession for overtime is determined by a monster toss. The team that wins the toss can either kick or receive the ball.

40 Second Play Clock

- Time between plays will be 40 seconds from the end of a given play until the snap of the ball for the next play.
- The 40 second clock will begin as soon as the Play Selection Window appears.
- This means once the play is over the user will have 40 seconds to go to the huddle, pick a play, line up and snap the ball.

When is the 40 second clock delayed after a play?

- If there is a character pop-up or celebration after a play. The 40 second clock will not start until the sequence is over and the ref places down the ball at the line of scrimmage.
- After an official stoppage because of injury, penalty or death. The 40 second clock will not start until the sequence is over and the ref places down the ball at the line of scrimmage.

- After extra points (touchdowns), field goals and clusterf@#k's. There is no 40 second clock when players line up for the kickoff.
- Timeouts.
- When the user is in the Bench section of the Play Select Window.

If the 40 second play clock runs down to zero before the ball is snapped a delay of game penalty will be given and the offense will be given a 5 yard penalty.

The offense is then penalized 5 yards from the previous line of scrimmage.



The Kickoff



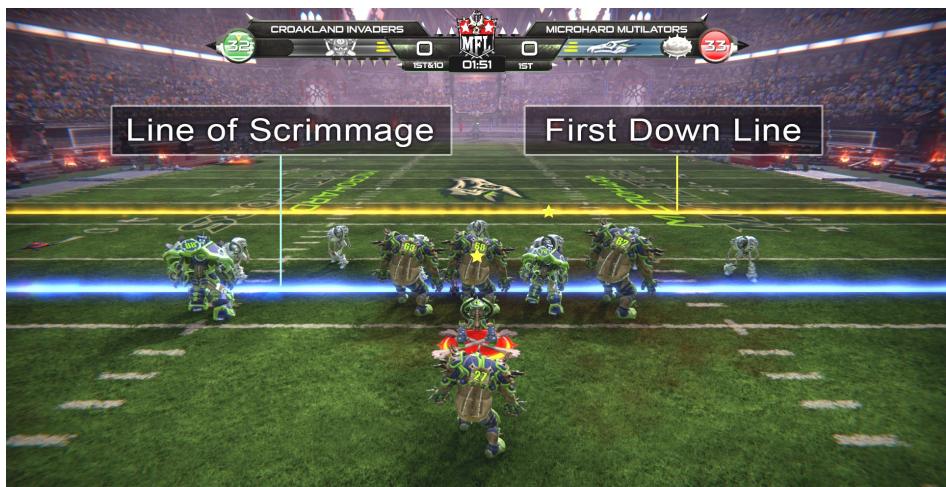
A game starts with the kickoff. The ball is placed on a kicking tee at the kicking team's **35 yard line**, and a special kicker (a "placekicker") kicks the ball to the offense. A return man from the offense will try to catch the ball and advance it by running. Where he is stopped is the point from which the offense will begin its drive, or series of offensive plays.

When a kickoff is caught in the offense's own end zone, the kick returner can either run the ball out of the end zone, or stay in the end zone to signal a touchback—a sign to stop the play. The ball is then placed on the 20 yard line, where the offense begins play.

If for any reason the kicking team recovers the kicked ball during a kickoff it will be considered a turnover and kicking team will maintain possession.



Line of Scrimmage



An imaginary line crossing the field which both offensive and defensive players cannot cross until the football is snapped and the play has started. It is also the location where the ball is spotted after a play has concluded or being assessed a penalty. In the game this is a blue line that runs parallel across the field.

First Down

All progress in a football game is measured in yards. The offensive team tries to get as much "yardage" as it can to try and move closer to the opponent's end zone. Each time the offense gets the ball, it has four downs, or chances, in which to gain 10 yards. If the offensive team successfully moves the ball 10 or more yards, it earns a first down, and another set of four downs. If the offense fails to gain 10 yards, it loses possession of the ball. The defense tries to prevent the offense not only from scoring, but also from gaining the 10 yards needed for a first down. If the offense reaches fourth down, it usually punts the ball (kicks it away). This forces the other team to begin its drive further down the field. In the game this is a yellow line that runs parallel across the field.

Punting



The team in possession of the ball will typically punt the ball to the opposing team when they are on their fourth down, as they do not want to risk a turnover on downs by not gaining enough yardage to make a first down and are in such a field position that they do not believe they can successfully make a field goal. The purpose of the punt is for the team in possession, or “kicking team,” to move the ball towards the opponent’s end zone in order to maximize the distance the receiving team must advance the ball in order to score.



Scoring

The object of the game is to score the most points. There are six ways to score points in MFL: touchdown, extra point, two-point conversion, clusterf@\$k, field goal and safety.



Touchdown = 6 Points

A touchdown is worth six points, and it allows the scoring team an opportunity to attempt to get an extra point. Touchdowns can be scored the following ways:

- The ball must be carried across the goal line into the end zone.
- The ball must be caught in the end zone.
- A fumble recovered in the end zone.
- Untouched kickoff recovered in the end zone by the kicking team.
- A blocked field goal or extra point kick returned by the defense across the goal line into the endzone.
- A fumble or interception returned by the defense across the goal line into the endzone.

Extra Point and the Two-Point Conversion = 1 or 2 Points

Immediately following a touchdown, the offense has two options:

Extra Point

The ball is placed at the opponent's two (2) yard line for kicks (this is the MFL, not the NFL—we do things differently here).

Usually the offense will kick an extra point, also called the point after touchdown, conversion, or PAT. If the offense successfully kicks the ball through the goal posts, it earns one point.

Extra points can be blocked and returned for defensive touchdowns.

Two-Point Conversion

The ball is placed at the opponent's two (2) yard line for regular offense plays (non-kicking plays).

The offense can also score two points by running or throwing the ball into the end zone in the same manner as you would score a touchdown. Since going for two points is more difficult than kicking an extra point, the offense generally chooses to kick the extra point.

If the ball is turned over and returned for a touchdown during a two-point conversion attempt it is called a clusterf@\$k.

Clusterf@\$k = 11 Points

A clusterf@\$k is the biggest single score in a Mutant Football game and also the rarest. A clusterf@\$k happens when the offense attempts a two-point conversion and turns over the ball during the play (the defense intercepts or recovers a fumble) and returns it for a touchdown. If you should be lucky enough to score a clusterf@\$k, sponsors will be breaking down your door for endorsement deals.

Immediately following a clusterf@\$k, the ball is placed at the opponent's two yard line, where the offense can kick an extra point (12 points if made) or go for a two-point conversion (13 points if made).

Field Goal = 3, 4 or 5 Points

If the offense cannot score a touchdown, it may try to kick a field goal. Unlike the NFL, in MFL field goals points are rewarded for distance. The longer the kick, the more points:

- 0–39 yards = 3 points
- 40–49 yards = 4 points
- 50+ yards = 5 points

Field goals can be attempted from anywhere on the field on any down, but generally are kicked from inside the defense's 45 yard line on fourth down. For a field goal to be "good," the placekicker (or field goal kicker) must kick the ball through the goalpost uprights and over the crossbar. The defense tries to block the kick and stop the ball from reaching the goal post.

Field goals can be blocked and returned for defensive touchdowns.

Safety = 2 Points

The safety is worth two points. A safety occurs when the offensive ball carrier is tackled behind his own goal line.

Examples of a Safety

- Blocked punt goes out of kicking team's end zone.
- Ballcarrier is tackled in his own end zone.
- Ballcarrier downs the ball in his own end zone.
- Offensive team commits a foul and spot of enforcement is behind its own goal line.

Timeouts

Each team receives three timeouts per half, making for a total of six timeouts per team in a regular game. Timeouts received in the first half may not be used in the second half or Overtime. Timeouts saved in the second half will carry over to Overtime.

Winning the game

The winner of the game is the team which has the most points at the end of the fourth quarter. However unlike NFL football, a game can be won before the end of the fourth quarter by decimating the opposing team to the point that they do not have enough players to continue playing. This is called a forfeit.

Deaths

Mutant Football League is a brutal game, where players get injured and even die during a game. If a player dies, another player must come off the bench and play at that position for the next play. If there are not enough players remaining on a team's roster to field a team of 7 players than the team must play shorthanded.

Forfeits

An offense must be able to put the following 3 players out of the field or it will forfeit:

- 1 Center (lineman)
- 1 Quarterback
- 1 Receiver on the field.

A defense must be able to put the following 3 players out of the field or it will forfeit:

- 1 Blitzer (or enforcer)
- 1 Linebasher
- 1 Coverback or safety

If a team cannot meet this requirement it will forfeit and the other team will be given the win.

The forfeit is determined when a team has to bring the defense or offense out on the field and it does not meet the requirement listed above. Example: If an offense loses their last offensive lineman on a punt play it is not considered a forfeit, since the team's defense is now coming out on the field. The forfeit will only be called, when the offense comes back out on the field and they are unable to meet the requirement.

Substitutions / Reserves

Offense

Quarterbacks: only quarterbacks can be substituted for quarterbacks.

Receivers & bruise receivers: only receivers can be substituted for receivers.

Running backs: only running backs can be substituted for running backs.

Blockers: only blockers can be substituted for blockers.

Defense

Blitzers and enforcers: only blitzers and enforcers can be substituted for each other.

Linebashers: only linebashers can be substituted with linebashers.

Safeties and coverbacks: only players in the defensive secondary can be substituted for each other.

Special Teams

Use all players available.

Sit All-Stars for kick returns if possible.

Shorthanded teams with players on the bench

The AI always wants to put 7 players out on the field on both offense, defense and special teams. Even if a player is below 30% health.

Injured players are injured and cannot be put out on the field until they become uninjured.

Overtime

If the score is tied after the end of the regular game, play will be continued until a winner is declared. The Overtime period is considered a new game and the game clock is turned off.



25

DEADLANTA VULTURES



0

1ST & 5



02:44

SCAROLINA PANZERS



32



Five Yard Penalties

Delay of Game

The offense does not snap the ball within the 40 second play clock. This is a 5 yard penalty.

Offside

When a defensive player is across his side of the line of scrimmage when the ball is snapped. Offside is a 5 yard penalty and can only happen on defense.

Encroachment

When a defensive crosses the line of scrimmage and touches a player on offense. Encroachment is a 5 yard penalty and can only happen on defense.

Illegal Kick / Out of Bounds

Out of bounds is called when a kick goes out of bounds without being touched by the receiving team, the kicking team is penalized five yards and the ball must be kicked again. If the kicking team kicks out of bounds on consecutive plays, the receiving team is awarded the ball on their own 35 yard line.

Illegal Kick / Ball Must Travel 10 Yards

This is called the ball does not travel at least 10 yards on a kickoff and is not touched by the receiving team. The kicking team is penalized five yards and the ball must be kicked again.

If the ball does not travel 10 yards but the receiving team touches it (it bounces off a player, etc.), it is considered a live ball.

If there are 2 consecutive illegal kick penalties in a row the ball will be awarded to the receiving team on their own 35 yard line.

Ten Yard Penalties

Unsportsmanlike Conduct / Attempted Homicide

This penalty is called when one team attacks the referee or quarterback but does not kill him. This penalty can be called against the offense, defense or special teams.

Bribed Ref / Unsportsmanlike Conduct Penalties:

Other unsportsmanlike conduct penalties which are called are bullsh#t penalties, which are randomly generated and called when the referee is bribed by one team. This penalty can be called against the offense, defense or special teams. These are ridiculous penalties like: excessive farting, flicking boogers, excessive crotch scratching, etc. Be on the lookout for these nonsensical penalties.

Fifteen Yard Penalties

Maiming an Official

This penalty is called when one team attacks and kills the ref. This penalty can be called against the offense, defense or special teams.

Maiming a Quarterback

This penalty is called when the defense rushes the quarterback at the line of scrimmage and kills him. This penalty is called against the defense.

Unnecessary Manslaughter

This is called when a player is killed after a play has ended (a late hit after whistle blows). Killing a player during a play is *not* a penalty in MFL.

This penalty can be called against the offense, defense or special teams.

Defensive Pass Interference

A judgment call made by an official who sees a defensive player make contact with the intended receiver before the ball arrives (diving into, punching or kicking), thus restricting his opportunity to catch the forward pass. Pass interference is a 15 yard penalty and an automatic first down.

This penalty is only called against the defense because the league blatantly favors the offense (more scores = higher ratings = more money!).

Referees

There is only one (1) referee on the field in MFL and his job is to make sure that the game rules are adhered to.

Calling Penalties

- The ref signals when a penalty has occurred.
- The ref tends to “look the other way” for the home team.
- The refs are not perfect. They do miss calls at times and that’s just another reason to kill them.

Ref Events

- The ref signals when a play is over (they blow their whistle).
- The ref marks the ball placement on the line of scrimmage.
- If a ref is killed during the game, he will be replaced by a new ref and the team that killed him will receive a penalty.

Bribing the Ref

The user can bribe a ref by selecting the “Bribe Ref” Dirty Trick play in the Play Select Window.

- A team can only bribe the ref once per half.
- A bribed ref will never call a penalty on the team that bribed him unless it is an illegal kick, offside or encroachment.
- A bribed ref will call bullsh#t penalties on the team that didn’t bribe them only when it matters (scores, big plays, first downs, etc.).
- A team can bribe an already bribed ref. Once bribed, the ref will turn on the other team.
- When a bribed ref dies, the bribe dies along with the ref.

Killing the Ref

When a team decides it’s time to terminate the ref, they select the “Ref Attack” Dirty Trick play in the Play Select Window.

When the game returns to the field and players come out of the huddle, the team that called the play will attack (the entire team attacks) and attempt to kill him. The user can take control of a player on the attacking team if they want to.

When players attack the ref, the AI (or user that is not on attacking team) can take control of the ref and try and run him out of bounds before the attacking team can reach him. If this happens a 10 yard attempted homicide penalty will be called and the bribed ref will stay alive.

If the ref is killed, play will stop and a new ref will appear and introduce himself. The team that killed the ref will receive a 15 yard maiming an official penalty and then play will resume.

DIRTY TRICKS



Dirty Tricks are plays designed to trick, screw, cheat and kill your opponents, but not necessarily in that order. Each team has its own set of Dirty Tricks (3 for offense and 3 for defense).

- Dirty Tricks can be selected in the Play Selection Window and are located within the dirty tricks formation.
- Dirty Tricks can also be called at the line of scrimmage, just like a regular audible.
- Unlike regular plays, once a Dirty Trick play or audible is used, it is gone (with the exception of the “Ref Attack” Dirty Trick).
- Once a Dirty Trick is used, the play is grayed out with a “USED” text in the play selection window.
- Each Dirty Trick is usable only once per half. If a team takes an unused Dirty Trick play into halftime it will be lost.
- Dirty Tricks are not rejuvenated for Overtime games. Whatever Dirty Trick plays remain will carry over into the overtime period.

These are Dirty Tricks that every team has and they can be selected on offense or defense.

The Mutant Football League prides itself on fairness, honesty and above all decency, unfortunately the referees who manage the games do not. Each team can bribe the ref once per half. When a ref is bribed he may look the other way and not call penalties against the team that bribed him, while calling nonsense penalties against the opposing team. These penalties are called at the worst possible times, like after scores.



It's easy to tell when a ref is bribed because he calls silly, nonsensical penalties and has "BRIBED" floating above his head during the game.

Since bribed refs have no loyalties, a team can bribe an already bribed ref. Once bribed, the ref will turn on the other team who originally bribed them.



When it's clear a ref is bribed there can only be one outcome – he has to be eliminated, and that's where the Ref Attack Dirty Trick comes into play. When a Ref Attack play is called, the team will jump offside prior to the snap and attack the bribed ref.

When a ref dies, the bribe dies with him and a new referee will come out onto the field and take his place. When a team attacks the ref whether they kill him or not, they will receive a penalty.

The player on the opposing team can take control of the ref and try to escape by running him out of bounds.

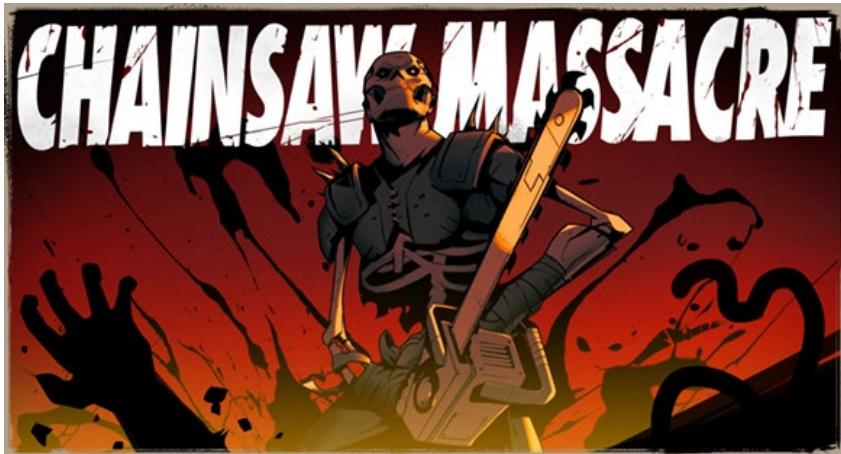


Resurrection Dirty Tricks are very rare and can be won during the Halftime show by surviving and scoring at least 500 point bonus. The Resurrection Dirty Trick will appear in your dirty tricks formation, and when used can resurrect a dead player from your bench. I know, right? How cool is that?



Offense Dirty Tricks

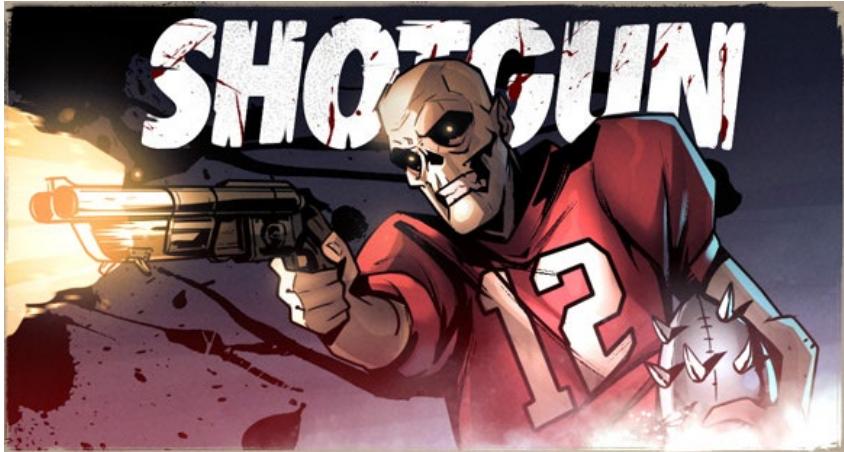
These are offense Dirty Tricks. Every team has a combination of 2 of these types of Dirty Tricks in their playbook.



This is a run play. Once the ball is pitched, the ball carrier pulls out a chainsaw, which can inflict maximum damage on the defense. The chainsaw lasts for limited amount of time, so it's best to not dawdle and just attack quickly. There is a cool down between chainsaw attacks.

A button (Xbox One) or cross button (PS4) activates a chainsaw attack move. Chainsaw attacks can also be used during late hits.





This is a quarterback run play. Once the ball is snapped, the quarterback pulls out a shotgun which can be fired at defensive players. The shotgun auto targets, but has limited firing radius (it cannot be fired at players behind the quarterback). The shotgun has 7 devastating shots.

B button (Xbox One) or circle button (PS4) fires the shotgun.



The quarterback pitches the ball to the running back and he turns into a human torch with a boosted break tackle ability, allowing him to seriously “toast” the defense. While on fire, any defensive players trying to tackle him will take damage and can also catch on fire. Flame On lasts for a limited amount of time.



This is a pass option play. The ball is pitched to the running back and he can choose to pass or run the ball. Roid Rage is an advanced steroid infusion, which maximizes out the ball carriers skill ratings for a limited amount of time. Roid Rage can transfer to multiple players and is designed for a quick score.



This boost injection turns your running back into a crazed beast, allowing him to plow through defenders at will. While boosted, the ballcarrier cannot be tackled, but he can be slowed and will sustain damage as normal. Beast Boost lasts for a limited amount of time.



This is a pass play. The quarterback rigs the ball to explode, killing whomever it comes in contact with. When the bombs away play is used, switch to your receiver when the ball is in the air and quickly move him away from the ball marker and explosion blast radius. Bombs Away is designed to kill opposing defensive coverbacks.



This is a run play. When the running back receives the pitch from the quarterback he will explode in a blaze of speed. This is a high percentage scoring play, but if the ballcarrier comes into contact with anything while in Warp Speed mode he will be instantly stopped. Warp Speed lasts for a limited amount of time.



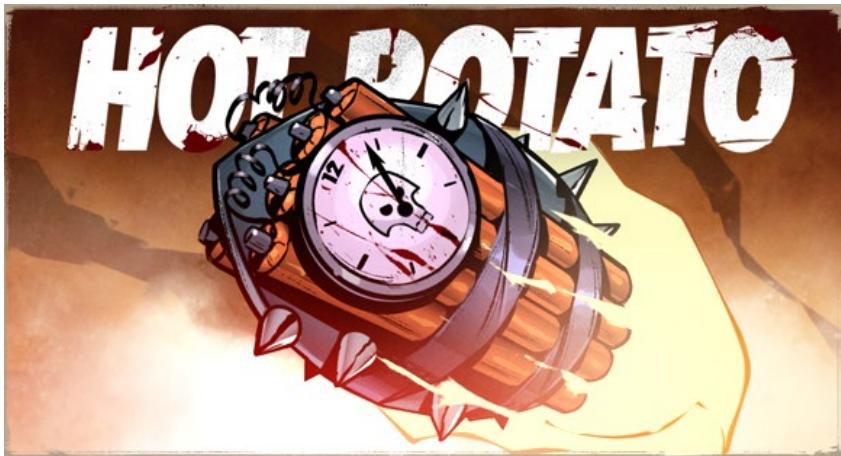
This is a quarterback run play. Known as a weapon of mass destruction, this Dirty Trick can deliver devastation to a defense. The flatulence effects all opposing players within a 360 degree radius of the QB. The QB has enough gas to deliver 7 deadly poopsies.

B button (Xbox One) or circle button (PS4) releases a lethal fart.



Defense Dirty Tricks

These are Defense Dirty Tricks. Every team has a combination of 2 of these types of Dirty Tricks in their playbook.

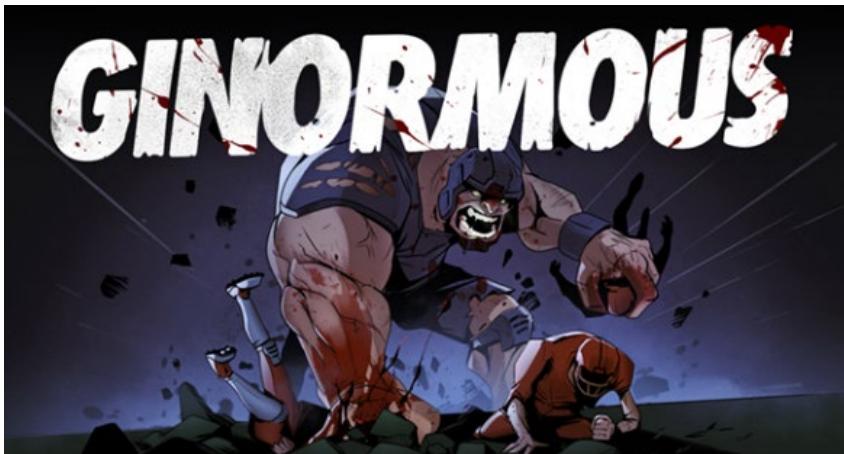


The defense rigs the ball with explosives and when the ball is snapped, a hidden timer will begin a countdown, 3 seconds before the ball explodes a beeping sound will be heard and then the ball will explode, injuring or killing whomever is holding it along with the ball. The line of scrimmage will be marked wherever the explosion occurred.





When the defense needs some divine intervention to stop the offense they call a Thunderclap. A bolt of lightning will explode out of the sky and electrocute the ballcarrier. This may or may not kill the ballcarrier, but it will always cause a fumble. There is a rumbling sound of thunder before the lightning strike.



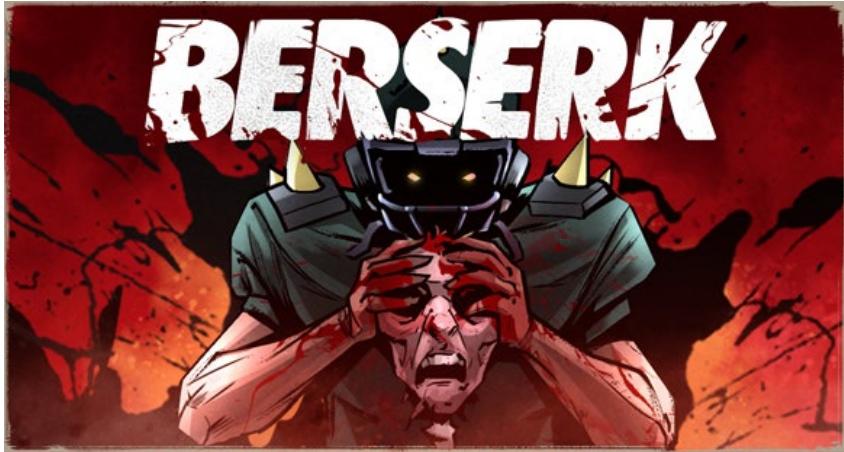
Whatever defensive player the user is controlling when this play is called will immediately grow to an enormous size when the ball is snapped. The "Ginormous" player will have a hit power rating boost and cause massive damage to any opposing player he comes into contact with. This effect lasts for the duration of the play or until the giant sustains enough damage.



Whatever defensive player the user is controlling when this play is called will become electrified with the power to electrocute any opposing player they come in contact with. When the ballcarrier is electrocuted he may or may not die, but he will always fumble the ball.



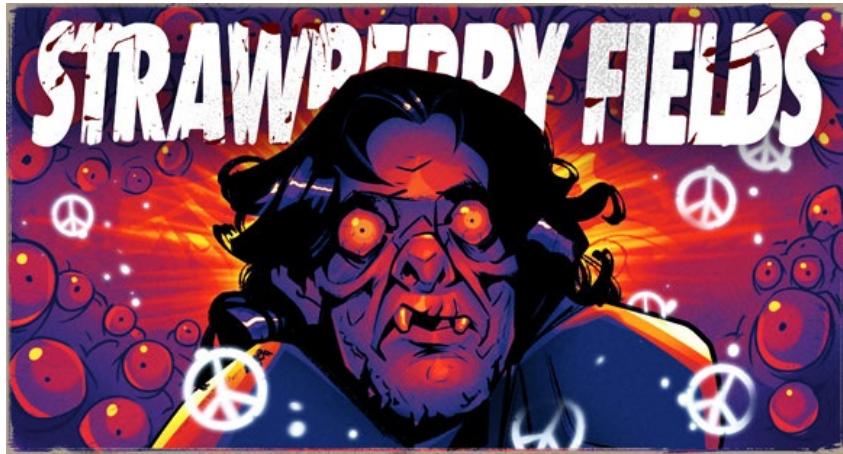
The defense throws all rules of fairness and decency out the window and jumps across the line of scrimmage in an attempt to kill the opposing teams' quarterback. The opposing quarterback can survive if he's alert, and runs out of bounds before they can get to him. This play always results in a penalty on the defense.



The defense takes a Berserk injection before the start of the play. The player under the user control grows spikes out of body and all of his skill ratings are boosted to the max; he literally goes berserk, and any opposing players he comes into contact with, will sustain massive damage. The Berserk effect lasts for a limited amount of time.



Gives the user-controlled defender Warp Speed which is good for a quick sack or an amazing punt return. If the Warp Speed players comes into contact with anything he will be instantly stopped and lose the effect. Warp Speed lasts for a limited amount of time.



The defense spikes the opposing teams Hateraid cooler and when the ball is snapped the screen turns psychedelic and all players move in slow motion. If that's not enough, the offense also moves in reverse to controller input. For example, if the user moves the player forward he will go backward, if he moves the player left, he will go right. This effect lasts for a limited amount of time.



MFL UNIVERSE



HOW THE LEAGUE CAME TO BE



In the not too distant future...

The world was thrown into chaos through a series of cataclysmic events. Rising oceans, drought, famine, atomic war, mega-earthquakes and irate, feral teenagers denied internet access due to inflated prices, ravaged the planet and drove humanity to the brink.

Out of the ashes, six mega-corporations rose up, and staked their claim as the world's newest super-powers. They battled for the hearts, minds, and online accounts of what remained of the human race. Monsatan, a biotech company, genetically engineered grain seeds containing a secret hormone to accelerate the growth rate of the world's livestock. The result: tainted livestock mutating the human race into a more volatile and primitive species. However vegetarians in the Northwest refused to eat the tainted meat and once tofu and quinoa ran out they turned into cannibalistic brain hungry zombies. As for those who eat practically nothing, Los Angles became a desert wasteland with a population of skeletons all thrilled at how thin they were. The South, with its meat heavy diet, decided to secede from the nation and became a menacing breed of fundamentalist orcs. The Midwestern mutants enjoy their craft beers and sausage, and make it a point to kill anyone who tells them they have an "accent."

Hexxon Oil Corporation burned through fossil fuels and exacerbated global warming to a point where the demons in hell felt it was warm enough to come topside to wreak havoc. What was left of the United States government made a secret deal with the Microhard Corporation and launched top secret lethal robots to quell the demonic uprising which backfired as the robots turned on their handlers and now plan to exterminate the human race. And then the final straw—an alien ship passing by took one look at Earth and figured it was such a crap hole it would make a great place to dump their most lethal and unwanted criminals. Shortly thereafter they began to dump hordes of violent aliens across the Great Plains.

The League is formed...

All of Earth's new inhabitants wanted nothing more than to destroy one another. All-out war ensued. Guns, bombs, napalm, demonic power and even alien death ray technology slowly depleted the Earth's population. Profit margins for these mega-corporations fell as there were less consumers to spend and invest money. The Wall Street investment firm, Goldung Ballsac, knew something radical needed to happen if they were to survive. They formed a joint venture with entertainment conglomerate EVLSN and internet giant Scroogle to broadcast confrontations between warring factions in semi-controlled battles.

The battles were structured to resemble an ancient game known as American Football. The viewer ratings went through the stratosphere as the blood thirsty masses watched the contests and cried for more. The most athletic mutants and monsters were rounded up and trained to be gladiators. The top athletes in the game became huge mega-superstars, adored and worshipped by their fans and rolling in endorsement cash. And thus the Mutant Football League was formed. Now every year teams battle one another in an epic season to reach the world championship game known as the **Mayhem Bowl**.



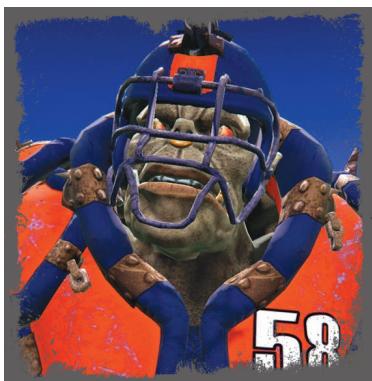
Species



don't get any royalties from merchandise like posters, jerseys, and officially licensed MFL video games that use their likenesses. Instead of going on strikes and protesting like mutant-humans, or retreating into an isolated, Hearst-esque seclusion like the monster orcs, the deadheads decided they just needed to play and live even *more* aggressively. Off the field, deadheads party hard all night and all day, since they never require sleep. Many MFL fans have woken up to see a deadhead sitting on their couch covered in vodka and glitter. Too many, actually. It's a problem.

Skeletal Deadheads

Balanced in all skill categories, deadheads are an undead skeleton species that are highly skilled at almost all positions. Since they are already dead, they are not afraid of taking heavy hits, with some deadheads even practicing by repeatedly running into brick walls. Their lack of skin, muscle, fat, or organs make deadheads heal faster than any other species. Unfortunately, deadheads are not officially classified as a living species by any team or government, so they don't receive benefits like social security, can't vote, or own property. They also



superstar orcs have too much orcosterone, the orc hormone that gives them an exceptionally low IQ, extra long forearms, and an insatiable desire to resurrect and reunite Limp Bizkit. While they are sometimes tough to coach, they are fiercely loyal to their teams. As a species, they are de-evolving, with each generation being dumber than the previous one, like a VHS copy of a VHS copy of a VHS copy. Like the old joke goes: "How many orcs does it take to change a light bulb?" Answer: "Uh, there are no light bulbs or a room or a building because the orcs ate them."

Monster Orcs

Monster orcs are big, brash, brainless brawlers that devastate offenses with their superb hitting power. They are the toughest species in the game and hard to kill. With their strength and size, they are perfectly suited to be linemen, playing as blockers, blitzers, and enforcers. Although they're slow, some orcs are athletically gifted, punishing runners that weak defenses have a hard time bringing down. There are even a few orcs that make fantastic bruising, tank-like receivers. Their stupidity is legendary and usually a hindrance, as most of the



Bruiser Bots

When the Microhard Corporation joined the robotic technology race and created the iBot, it changed the world and cemented them as a leading industrial juggernaut. So when World War IV ended, what was left of the United States government made a deal with Microhard to develop top secret, lethal robotic technology to quell the great demonic uprising. As the ancient history books note, this plan failed when the robots turned on their programmers and set out to exterminate the entire human race. This uprising ended with The Great Bot Pox—a virus that wiped out most of models, but a few survived, including the Bruiser Class, aka BruiserBots. It was always rumored that the Alien species were responsible for the virus, although this has never been proven. When BruiserBots were first introduced to the MFL, most were skeptical about these metallic monstrosities, but as technology advanced, corporate teams started acquiring BruiserBots more than any other species due to their cost effectiveness and reduced health care costs. The current updated BruiserBots have massive armor and devastating power to inflict maximum damage on the opposition. No other species in the league can sustain the amount of damage like a BruiserBot, but on the downside, they are slow behemoths. Their natural positions on the field are blitzers and blockers, and, for teams that can afford them, excellent enforcers. They are lethal, very hard to kill, and have no emotions off the field, an MFL owner's dream.



Criminal Aliens

Criminal aliens are quick and fidgety creatures, known for their ability to stop on a dime. They propel themselves differently than any other species, moving like a ball in a forward rolling motion. Not only does this make them much more difficult to tackle, it also helps prevent them from being cracked open like a broiled lobster with drawn butter on the field (alien tails served on a bed of glazed orc hairs are considered a delicacy in some parts of the galaxy). Aliens are the most intelligent species in the league, with many moving into front office positions after

their playing career is over. They are amazing receivers, soaring through the air to snatch passes, and equally great at defending. Their weakness is they don't deliver a lot of hitting damage, so they aren't good fighters, but they do have a good defense against fights: they can turn players into piles of bones with toxic acid blood that explodes out of them when they die. Aliens are balanced at nearly all skill positions, making them great receivers, running backs, quarterbacks and defensive backs.



Mutant-Humans

Mutated humans are survivors of Monsatan's dreaded super plague outbreak, which ravaged the planet over a century ago. Mutant-humans have finally been officially allowed back into the league after years of debate as to whether or not they were tough enough to play in the league. For over a thousand years, they were viewed as ancient beings that weren't strong enough to handle the intensity of the MFL, remnants of an era long passed. But after years of cloning and advancements in bio-engineering they have made a come back. Savagely violent,

but smart by nature, they were only on display in the finest zoos and museums until 10 years ago, when they revolted, broke out of the zoos, and organized protests in every MFL city for the right to play in the league. Strangely enough, they didn't have any other demands. The owners didn't listen to their requests, so the mutant-humans organized sit-ins at all of the owners' favorite bars, restaurants, and brothels. They were allowed into the league soon after. They are solid, dependable players that are neither great nor terrible at any specific skill, evenly balanced across all ratings, and able to play every position.



FINAL TEAMS

MONSTER

INTERNATIONAL	W	L	WS	WP
CHAOS	0	0	--	.00
TOKYO TERMINATORS	0	0	--	.00
INDIANAPOLIS HATRIOTS	0	0	--	.00

INDEPENDENT	W	L	WS	WP
LEAVELAND BURNS	0	0	--	.00
ORCZI MOZZARD	0	0	--	.00
BLIZZBURG STEELHEADS	0	0	--	.00

CORPORATE	W	L	WS	WP
INSANE CIDS	0	0	--	.00
MILE HIGH CHRONIC	0	0	--	.00
CROGLAND INVADERS	0	0	--	.00

MUTANT

INTERNATIONAL	W	L	WS	WP
CARDINAL SINS	0	0	--	.00
DEADLANTA	0	0	--	.00
SCAROLINA PANZERS	0	0	--	.00

INDEPENDENT	W	L	WS	WP
MOTOR CITY MANIACS	0	0	--	.00
GRIM BAY ATTACKERS	0	0	--	.00
MIDWAY MUTANTS	0	0	--	.00

CORPORATE	W	L	WS	WP
MALEFI HELLBOYS	0	0	--	.00
TYRANTS	0	0	--	.00
MICROHARD MUTILATORS	0	0	--	.00

BACK
EVLSTN





BLITZBURG STEELHEADS

Led by MVP quarterback Sven Rottenburger, All-Star receiver, Hambonio Crown and running back, Invader Von Hell, the Steelheads have one of the most potent offenses in the league. On defense they are stout up front, but have a weak secondary who can give up big plays. Blitzburgh is a blue collar team with a loyal fan base, proud history, and are always in contention for a Championship. This could be their year.

Coach: Spike Gremlin

All-Stars (Offense):

- Sven Rottenburger #7 QB
- Hambonio Crown #84 WR
- Invader Von Hell #26 RB

All-Stars (Defense):

- None

Dirty Tricks (Offense):

- Chainsaw Massacre
- Beast Boost

Dirty Tricks (Defense):

- Ginormous
- Thunderclap

Offense Rating: 92 (Balanced)

Defense Rating: 85 (Attack)

Special Teams Rating: 81

Overall Rating: 86



CARDINAL SINS

The Cardinals have a devastating, hard hitting defense led by Killpatrick Beater son and Tyrant Wrathspew, two defenders who can shut down offenses cold. On offense the Sins have a bruising ground game with one of the best running backs in the league, Rabid Bloodstun. Their quarterback, Arson Emblamer has seen better days, but still has enough left in his arm to burn defenses deep.

Coach: Deuce Baron

All-Stars (Offense):

- Scary Double-barrel #11 WR
- Rabid Bloodstun #31 RB
- Slaydrian Beater son #23 RB

All-Stars (Defense):

- Tyrant Wrathspew #32 WR
- Killpatrick Beater son #21 RB

Dirty Tricks (Offense):

- Bombs Away
- Flame On

Dirty Tricks (Defense):

- QB Sack Attack
- Warp Speed

Offense Rating: 80 (Balanced)

Defense Rating: 79 (Attack)

Special Teams Rating: 66

Overall Rating: 75



The Croakland Invaders are a storied and historic franchise with a rabid fan base. They are a team made up entirely of undead skeletons with the exception of their newly acquired orc running back, Martian Beast. All-Star QB, Rave Scar is taking the team to new heights behind a bruising offensive line. The Invaders are the dirtiest and most penalized teams in the league, "Lie, Cheat and Kill" is their team motto.

Coach: Mack Smells B.O.

All-Stars (Offense):

- Rave Scar #4 QB
- Svangali Trooper #89 WR
- Martian Beast #24 RB

All-Stars (Defense):

- Reggae Hellsent #27 S
- Maulie Smack #52 B

Dirty Tricks (Offense):

- Beast Boost
- Chainsaw Massacre

Dirty Tricks (Defense):

- QB Sack Attack
- Zap Attack

Offense Rating: 82 (Balanced)

Defense Rating: 78 (Balanced)

Special Teams Rating: 79

Overall Rating: 80



DEADLANTA
VULTURES

The Deadlanta Vultures are a balanced team with a powerful offense and defense. With one of the league's best receivers, Ghoulio Bones and a double barrel running attack, starring Dementia Freakman and Devil Trollman. Their All-Star quarterback Ratty Ice, is a stone cold killer who can pick apart defenses in his sleep. The Vultures made it to the Mayhem Bowl last season, but lost in a heartbreaker.

Coach: Stan Sin

All-Stars (Offense):

- Ratty Ice #4 QB
- Ghoulio Bones #11 WR
- Dementia Freakman #24 RB

All-Stars (Defense):

- Brick Sleazy #44 LB

Dirty Tricks (Offense):

- Roid Rage
- Shotgun

Dirty Tricks (Defense):

- Berserk
- Warp Speed

Offense Rating: 88 (Passing)

Defense Rating: 81 (Balanced)

Special Teams Rating: 82

Overall Rating: 84

GALAXY CHAOS



The Galaxy Chaos play on a floating meteorite in outer space. The Chaos is an all-alien team who play in a low gravity environment, which they use to full advantage. Offense is the team's strength, and their All-Star quarterback, Xeno-Hunter is a game breaker, who can single handedly win games with his arm or legs. His go to receiver is Apex Predator. On defense, the Chaos is fast, but made up of weak hitters.

Coach: Stan Sin

All-Stars (Offense):

- Xeno-Hunter #4 QB
- Apex Predator #11 WR

All-Stars (Defense):

- Elite Sanghelly #32 CB

Dirty Tricks (Offense):

- Bombs Away
- Warp Speed

Dirty Tricks (Defense):

- Strawberry Fields
- Zap Attack

Offense Rating: 86 (Passing)

Defense Rating: 68 (Cover)

Special Teams Rating: 77

Overall Rating: 77



GRIM BAY ATTACKERS

The Attackers are one of the oldest and proudest franchises in the league and play at the historic football shrine, Slambone Field where so much of the MFL's history has been written in blood. Led by All-Star quarterback, Airbourne Dodgers, whose intelligence, rocket arm and pinpoint accuracy make him one of the best passers to ever play the game. Slay Wrathspew leads the point of attack for the defense.

Coach: Spike McLooney

All-Stars (Offense):

- Airbourne Dodgers #12 QB
- Ghoully Full-Nelson #87 WR

All-Stars (Defense):

- HeeHaw Trix #21 S
- Slay Wrathspew #52 LB

Dirty Tricks (Offense):

- Flame On
- Shotgun

Dirty Tricks (Defense):

- Berserk
- Warp Speed

Offense Rating: 88 (Passing)

Defense Rating: 81 (Balanced)

Special Teams Rating: 82

Overall Rating: 84



The Cults started as a rogue tribe wandering the Midwest wastelands following their leader Slobber Hearsay, who claimed to have regular visitations by demons who told him the secrets of the universe, and to form a team and then move from one location to another. Their All-Star QB Andspew Upchuck is one of the league's best passers behind a porous offensive line. The Cults pray that one day they will have a defense.

Coach: Yuck Staino

All-Stars (Offense):

- Andspew Upchuck #12 QB
- T.Y. Hellbent #13 WR

All-Stars (Defense):

- None

Dirty Tricks (Offense):

- Bombs Away
- Warp Speed

Dirty Tricks (Defense):

- Berserk
- Hot Potato

Offense Rating: 73 (Passing)

Defense Rating: 64 (Balanced)

Special Teams Rating: 72

Overall Rating: 70



The Leaveland Burns were started by Maul Frown and are one of the leagues oldest franchises with a proud and historic heritage. Over the last decade the Burns have been in a downward spiral with the league's worst record. Every year they have a top 5 draft pick, but pass on quarterbacks who go on to be stars in the league. With only one All-Star on their roster the teams official motto is, "Wait until next year."

Coach: Clueless Lacksome

All-Stars (Offense):

- Massive Kahn #83 WBR

All-Stars (Defense):

- Doit F. Shacknews #96 ENF

Dirty Tricks (Offense):

- Flame On
- Shotgun

Dirty Tricks (Defense):

- Berserk
- Strawberry Fields

Offense Rating: 61 (Ball Control)

Defense Rating: 64 (Attack)

Special Teams Rating: 59

Overall Rating: 61



The Malice Hellboys are one of the most popular teams in the league. Multi-zillionaire, Scary Clones couldn't decide if he wanted to be an owner, general manager or coach so he became all three. The Hellboys, like Texas are braggarts and full of themselves but they back it up on the field. Led by their all-star running back, Shriekial Helliot and hot shot receiver, Dead Tyrant.

Coach: Scary Clones

All-Stars (Offense):

- Drak Bloodclot #4 QB
- Dead Tyrant #88 WR
- Shriekial Helliot #21 RB

All-Stars (Defense):

- Spawn Fleas #50 LB

Dirty Tricks (Offense):

- Chainsaw Massacre
- Roid Rage

Dirty Tricks (Defense):

- Ginormous
- Thunderclap

Offense Rating: 87 (Balanced)

Defense Rating: 77 (Balanced)

Special Teams Rating: 81

Overall Rating: 82



One of the most talented teams in the league with a ferocious defense. The Mutilators are well financed corporate team, owned by Microhard. They have All-Star players on both sides of the ball, their All-Star QB, Hustle Killsome is the envy of the league. On defense they are led by their All-Star safety Hurl Vomit and the Sherminator, if he doesn't kill you with his hard hitting, he'll trash talk you to death.

Coach: Neat Careful

All-Stars (Offense):

- Hustle Killsome #3 QB
- Skruggs Maulem #89 WR

All-Stars (Defense):

- Hurl Vomit #29 S
- Riff Anvil #56 B
- Manic Benditt #72 B
- Mouthy Sherminator #25 CB

Dirty Tricks (Offense):

- Roid Rage
- Shotgun

Dirty Tricks (Defense):

- Berserk
- QB Sack Attack

Offense Rating: 82 (Balanced)

Defense Rating: 91 (Balanced)

Special Teams Rating: 83

Overall Rating: 85



Having gone through 3 coaches and 39 offensive coordinators in the last 4 seasons, inept management and even more inept drafting has kept this once proud franchise in the cellars of the league. With a new #1 draft pick at quarterback and All-Star running back Gorgon Powered, along with a young, hard hitting defense... the Midway Mutants have renewed hope to restore their long lost dominance in the league.

Coach: Jon Farce

All-Stars (Offense):

- Gorgon Powered #24 RB

All-Stars (Defense):

- None

Dirty Tricks (Offense):

- Bombs Away
- Roid Rage

Dirty Tricks (Defense):

- Berserk
- Thunderclap

Offense Rating: 67 (Balanced)

Defense Rating: 71 (Balanced)

Special Teams Rating: 62

Overall Rating: 67



The Chronic has one of the most feared and intimidating defenses in the league led by their All-Star blitzer, Von Killer. They also have two All-Star players in the secondary shutting down the league's best receivers. On offense they rely on a strong running game. The Chronic play on a psychedelic field, high on a mountain top surrounded by poppy fields. There is usually a rainbow over their stadium.

Coach: Chance Broseph

All-Stars (Offense):

- Nefarious Comet #88 WR

All-Stars (Defense):

- Crib Adlib #21 CB
- Fist Harrass #25 CB
- Von Killer #58 LB

Dirty Tricks (Offense):

- Beast Boost
- Bombs Away

Dirty Tricks (Defense):

- Ginormous
- Strawberry Fields

Offense Rating: 63 (Balanced)

Defense Rating: 93 (Balanced)

Special Teams Rating: 65

Overall Rating: 74



The Maniacs rag tag group of criminals, gang-bangers and insane maniacs, who ruled the streets of the Motor City, causing crime and mayhem until a group of corporate and municipal sponsors pooled their money together to form an MFL team. Over the years the team has had its ups and downs, but they have an elite quarterback in Ratspew Splattered, along with a respectable defense.

Coach: Grim Coldhell

All-Stars (Offense):

- Ratspew Splattered #9 QB

All-Stars (Defense):

- Virus Decay #23 CB
- Clover Sin #27 S

Dirty Tricks (Offense):

- Chainsaw Massacre
- Roid Rage

Dirty Tricks (Defense):

- Warp Speed
- Zap Attack

Offense Rating: 72 (Passing)

Defense Rating: 75 (Balanced)

Special Teams Rating: 79

Overall Rating: 75



The Tyrants are funded by Bawl Street stock brokers and are well financed. They are led by their All-Star quarterback, Steel-eye Maiming and superstar receiver, O'Hell Wreckem Jr. who is taking the league by storm. The offense has no running game to speak of because of an offensive line that avoids contact. On defense, the Tyrants have some hard hitting talent but are an under-performing unit.

Coach: Sven McVoodoo

All-Stars (Offense):

- Steeleye Maiming #10 QB
- O'Hell Wreckem Jr. #13 WR

All-Stars (Defense):

- Ramon Hairystun #98 B
- Ginormous Stankins #20 CB

Dirty Tricks (Offense):

- Bombs Away
- Warp Speed

Dirty Tricks (Defense):

- Berserk
- Zap Attack

Offense Rating: 70 (Passing)

Defense Rating: 75 (Balanced)

Special Teams Rating: 68

Overall Rating: 71

NUKED LONDON HATRIOTS



The Hatriots have won numerous Mayhem Bowl Championships. Their assassin quarterback, Bomb Shady is arguably the best to ever play the game. All-Star Throb Bronkowski is his #1 target. The Hatriots have a rampaging defense, which easily shuts down opposing offenses. Their coach, Swill Upchuck is a brilliant tactician, he plans for every situation possible and when that doesn't work — he cheats.

Coach: Swill Upchuck

All-Stars (Offense):

- Bomb Shady #12 QB
- Throb Bronkowski #87 WBR

All-Stars (Defense):

- Demon McThwarty #32 S
- Falcon Rupture #21 CB
- Dante Firepower #54 LB

Dirty Tricks (Offense):

- Shotgun
- Beast Boost

Dirty Tricks (Defense):

- Ginormous
- QB Sack Attack

Offense Rating: 93 (Passing)

Defense Rating: 89 (Balanced)

Special Teams Rating: 94

Overall Rating: 92



The Hazzard is a nasty team made up entirely of Orcs with the exception of their legendary All-Star RB, Iron Jaw Magilicutti. Iron Jaw was abandoned in the Bayou and raised by the orcs as their own (he thinks he's an orc). The Hazzard have no passing game to speak of unless it's Iron Jaw throwing or catching. This is an all run team with a dominating defense that pulverizes opposing teams with relentless hitting.

Coach: "Bubba" Bum Grisly

All-Stars (Offense):

- Iron Jaw Magilicutti #22 RB

All-Stars (Defense):

- Cooter Spuke #93 B
- Cletus Moonshine #99 ENF

Dirty Tricks (Offense):

- Chainsaw Massacre
- Fart

Dirty Tricks (Defense):

- Ginormous
- QB Sack Attack

Offense Rating: 60 (Ball Control)

Defense Rating: 79 (Attack)

Special Teams Rating: 66

Overall Rating: 68



The Panzers routinely light up the scoreboard with deep passes and long runs. One of the league MVP's and top rushing quarterbacks, Wham Neutron leads a balanced offense attack with a punishing run attack and high flying passing game. The Panzers' defense is led by arguably the best line basher in the league, Nuke Freakly. This defense hits hard and can go skull to skull against any team in the league.

Coach: Riverboat Ron

All-Stars (Offense):

- Wham Neutron #1 QB
- Bled Molsen #88 WBR

All-Stars (Defense):

- KaBrawn Snort #99 B
- Lawless Heinous #58 LB
- Nuke Freakly #59 LB

Dirty Tricks (Offense):

- Flame On
- Shotgun

Dirty Tricks (Defense):

- Ginormous
- Berserk

Offense Rating: 79 (Balanced)

Defense Rating: 86 (Balanced)

Special Teams Rating: 75

Overall Rating: 80



TOKYO TERMINATORS

The Terminators are an all robot team, made up of heavy armored BruiserBots and high performance, BulletBots. This is a quick strike passing offense led by QB sharpshooter, Tashiro Maguro, receiving ace, Otomo Akira and a big, bruising back, Akinori SumoNinja (yep, he's slow, but he goes down slow too). They don't have much of a defense, but in all honesty, they put up enough points that they don't need one.

Coach: Yoshi "Aerial" Banzai

All-Stars (Offense):

- Otomo Akira #80 WR
- Akinori SumoNinja #44 RB

All-Stars (Defense):

- Tashiro Maguro #98 B

Dirty Tricks (Offense):

- Chainsaw Massacre
- Warp Speed

Dirty Tricks (Defense):

- Hot Potato
- Zap Attack

Offense Rating: 79 (Balanced)

Defense Rating: 59 (Balanced)

Special Teams Rating: 59

Overall Rating: 66



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