

FACE-OFF

- Punch opponent **A**
- Pass puck **B + Press D-Pad in the direction you want the pass to go**
- Capture puck **D-Pad toward puck**

OFFENSE

- Punch/Use Weapon **A**
 - Pass puck **B + D-pad to control direction**
 - Release Puck **B (Press and hold)**
 - Wrist shot **C (Press and release)**
 - Slap shot **+ D-pad to control direction**
 - Slap shot **C (Press and hold)**
 - Slap shot **+ D-pad to control direction**
- The **D-Pad** controls the puck carrier, or the player nearest the puck, when they are the controlled player.

DEFENSE

- Punch/Use Weapon **A**
- Dive **A (Press and hold)**
- Change Player **B**
- Speed Burst/Body Check **C**
- Control skating direction **(Press and release) D-Pad**

GOALIE

- Without puck **A**
- Save **B**
- Select Another Player **C**
- Slash **C**

Move Goalie Around the Crease

D-Pad

With puck

- Pass **A or B**
- Slash **C**
- Move Goalie Around the Crease **D-Pad**

FIGHTING

- Block **A**
- Punch **B or C**
- Move player left/right **left/right**

JUMPING

- Auto-Jump **Release D-Pad**
- while moving; the controlled player will automatically jump over any obstacle.

PAUSING/TIME-OUT

- Pause **START**
 - Time Out **B**
- (Time Outs can be called only by the team with the puck, and only once per period.)

INSTANT REPLAY

- Rewind **A**
- Freeze frame/slow motion **B**
- Play **C**

ELECTRONIC ARTS®



MUTANT LEAGUE HOCKEY



722505

By Michael Mendheim, Abalone, and Mutant Productions™
 Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM

MUTANT LEAGUE™ HOCKEY

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you or your child experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions— IMMEDIATELY discontinue use and consult your physician before resuming play.



ARTIST BIOS



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

experience both in and out of the video game industry. When he's not busy running New Wave Graphics, he can usually be found second guessing Coach Bricka's coaching tactics.

Alan Martin got his B.A. from DePaul University (1989) where he spent most of his class time (and student loans) at the campus video arcade. After doing improv and a lot of children's entertaining, he met Michael Mendheim and began to learn the fine art of game design. Currently engaged, he claims to be the only one who knows where McWhimble's toupee is hidden.



Glyn Anderson graduated from the California Institute of Technology with a Bachelor of Science degree with honors in Engineering and Applied Science. His first video games were done for the Intellivision system in 1980, and since then doing them is a habit he hasn't been able to shake.

Glyn's lovely wife is also a most excellent programmer of video games, and their two-year-old son is just beginning to play them. In his spare time, Glyn enjoys playing piano and composing music.

Paul Taylor was born in Kingston, Jamaica, to American parents and grew up in Australia and the United States. When not programming video games, a family tradition for the Taylors, Paul enjoys spending time with his lovely and brilliant wife, exceptionally talented children, and above average dog.

Lee Powell hopes that Mutant League Hockey will atone for the anguish caused by one of his previous products – a mathematics drill cleverly disguised as a computer game. Although Lee has never played the life-sized version of hockey, he is quite familiar with the massive gear his 12-year-old left-wing step-son leaves strewn in the living room after each practice.

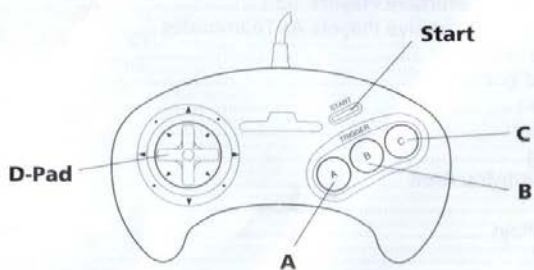


TABLE OF CONTAMINANTS

Command Summary	4
Starting A Game	6
Multi-Player Games	6
Setting Up A Game.....	8
Team Selection	8
Play Modes.....	8
Period Length	10
Stadium	10
Penalties.....	10
Reserves	11
Death Index	11
Point of View	11
The Clock	11
Stadiums	12
Hazards	12
Rinks.....	12
Teams	13
Players & Characters	14
Player Types.....	14
Controlled Player.....	15
Player Positions.....	15
Health Bar	15
The Referee	16
The Organ Grinder	16
Glynda The Zamboni.....	16
Face-Offs	16
Skating	17
Auto-Jumping.....	17
Passing	17
Passing As Teammates	18
Offense	18
Playing Offense As Teammates.....	19
Scoring	19
Shooting.....	19
Controlling A Shot	19
Types of Shot	20

About One-Timers.....	20
Defense	21
Changing Defensive Players	21
Changing Defensive Players As Teammates	21
Using Weapons.....	21
Speed Bursts	21
Checks	21
Goalies	22
Fighting.....	23
Penalties/Infractions.....	24
Injuries	26
Power Plays.....	26
Forfeits	26
Weapons	27
Coins.....	27
Bones.....	27
Goal Nets	28
Scoreboard.....	29
Instant Replay	30
Reserves	31
Sending In Reserves	31
Time Outs.....	32
Special Plays, Nasty Plays, and Phony Plays.....	33
Calling Up The Special Plays Screen from the Scoreboard Screen	33
Calling A Play From The Special Plays Screen	33
Special Play Descriptions	34
Nasty Play Descriptions	35
Phony Play	38
Players	39
Player Ratings	39
Checking Player Ratings.....	40
Stats.....	41
Game Stats.....	41
Player Stats	42
Passwords.....	43
Credits	44

COMMAND SUMMARY



FACE-OFF

Punch opponent
Pass puck

A
B + Press D-Pad in the direction you want the pass to go D-Pad toward puck

Capture puck

OFFENSE

Punch/Use Weapon
Pass puck
Release Puck
Wrist shot

A
B + D-pad to control direction B (Press and hold)
C (Press and release) + D-pad to control direction
C (Press and hold) + D-pad to control direction

Slap shot

The **D-Pad** controls the puck carrier, or the player nearest the puck, when they are the controlled player.

DEFENSE

Punch/Use Weapon
Dive
Change Player

A
A (Press and hold)
B

Speed Burst/Body Check

C (Press and release)

Control skating direction

D-Pad

GOALIE

Without puck

Save
Select Another Player
Slash
Move Goalie Around the Crease

A
B
C

D-Pad

With puck

Pass
Slash
Move Goalie Around the Crease

A or B
C

D-Pad

FIGHTING

Block
Punch
Move player left/right

A
B or C
D-Pad left/right

JUMPING

Auto-Jump Release **D-Pad** while moving; the controlled player will automatically jump over any obstacle.

PAUSING/TIME-OUT

Pause
Time Out

START
B

(Time Outs can be called only by the team with the puck, and only once per period.)

INSTANT REPLAY

Rewind
Freeze frame/slow motion
Play

A
B
C



STARTING A GAME

1. Make sure the power is off on your Sega Genesis.
2. Make sure a controller is plugged into CONTROL 1. Plug a controller into CONTROL 2 for two players. (If you are using a 4 Way Play™ adapter, see the special instructions in the Multi-Player Games section below.)
3. Insert the cartridge into the slot and turn on the power.
4. Press **START** to bypass the title and credit screen and go to the Game Setup Screen.

MULTI-PLAYER GAMES

Mutant League Hockey can be played by one, two, three or four players. A 4 Way Play adapter is required for 3 and 4 player games. The game automatically detects the 4 Way Play when it is plugged into your SEGA Genesis.

NOTE: If you are using a six-button controller, you must hold down the mode button when you turn on your SEGA Genesis.

ONE PLAYER GAMES

You are designated PAD 1 and the computer player is designated as SEGA in a one player game. You are always the home team in a one player game.

TWO PLAYER GAMES

Player 2 is always the visitors and chooses the visiting team; player 1 is always the home team and makes ALL other game option selections on the Setup Screen.



THREE PLAYER GAMES

You must have a 4 Way Play adapter plugged into your SEGA Genesis and a controller plugged into Control 3 to play a three player game. PAD 2 (player 2) appears with PAD 1 (player 1) on the Setup Screen, and PAD 3 (player 3) appears as the visiting team. Player 1 and player 2 are partners in a Three Player Game.

Players 1 and 2 are always the home team. Player 3 always chooses and plays the visiting team. Player 1 chooses the home team and makes ALL other game option selections on the Setup Screen.

FOUR PLAYER GAMES

You must have a 4 Way Play adapter plugged into your SEGA Genesis with controllers plugged into Control 3 and Control 4 to play a four player game. PAD 2 (player 2) appears with PAD 1 (player 1) on the Setup Screen, and PAD 4 (player 4) appears with PAD 3 (player 3). Players 3 and 4 are partners as the visitors in a Four Player Game, and players 1 and 2 are partners as the home team.

Player 3 chooses the visiting team. Players 3 and 4 control this team. Player 1 chooses the home team and makes ALL the other game option selections on the Setup Screen.



SETTING UP A GAME



TEAM SELECTION

The home team name and logo appear in the upper left corner of the Setup screen, and the visiting team name and logo appear in the upper right corner.

1. Press the **D-Pad** left/right to cycle through the team names; you cycle through the team logos and home stadiums at the same time. The number of skulls under the logo shows the strength of each team; 6 skulls indicate the strongest teams, and no skulls the weakest.
2. Now select the visiting team. Press the **D-Pad** UP until the visitors team name box is highlighted.
3. Press the **D-Pad** left/right until the team you want appears.

PLAY MODES

- Press the **D-Pad** left/right to scroll through Play Modes.

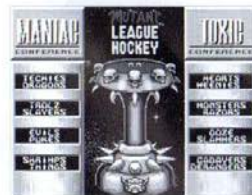
REGULAR GAME

A regular season game between any two Mutant League teams.



PLAYOFFS

The Playoff Series consists of four playoff games between 16 teams from the Maniac and Toxic conferences. All-Star teams like the Galaxy Aces, Maniac All-Stars, and Toxic All-Pros are not eligible for the playoff series.



PLAYOFFS-2 OF 3

Same as Playoffs except you need two victories to advance.

- In one-player playoffs, the playoffs are over if any series of games is lost.
- Only the home team can advance through the playoffs. It is the visiting team's task to attack the home team and keep them from winning the Monster Cup.
- If you win any playoff game by forfeit, you'll automatically advance to the next round and play the next team. (See the Forfeit section on page 26 for more info.)

CONTINUE PLAYOFFS

Resume a playoff game by entering the Password. (See the Password section on page 43 for more info.)

TEAM DESCRIPTIONS

Display a description of the highlighted team and a list of their Nasty Plays. Player Ratings can also be called up on the Team Descriptions screen.

PERIOD LENGTH

There are three period lengths, 3, 5, or 8 minutes.

STADIUM

Every team has its own home stadium, and games are automatically scheduled to take place in the home team's stadium. However, you can move a Regular Season game to a different stadium (although playoff games *must* take place in the selected stadium).

1. To move a game to a different stadium, press the **D-Pad** up/down to highlight Stadium on the Game Setup Screen.
2. Press the **D-Pad** left/right to scroll through the different stadiums.

See Stadiums on page 12 for a description of each of them.

PENALTIES

ON

All penalties are called. (See the Penalties section on page 24 for more info.)

OFF

Penalties (except Icing) are not called. Cheat all you want.



RESERVES

DISABLED

Substitutions are automatically made in the game. Players cannot make substitutions manually.

ENABLED

Reserve players and Demon Nets can be sent into a game manually by players.

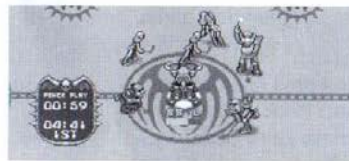
DEATH INDEX

The Death Index describes how rough a game will be. 1 is just like a rough version of hockey, while 5 is a bloody death match where it is more of a challenge to keep your players alive than to score goals.

POINT OF VIEW

The point of view in Mutant League Hockey always follows the puck or puck carrier.

THE CLOCK



During the game, the Game Clock appears in the lower left corner of the screen to show how much time is left in the period.



STADIUMS

HAZARDS

Thin Ice: Thin Ice appears as a network of cracks in the rink surface. Players who skate over thin ice fall through it and are out of play until the next period.

Holes: A clue where Thin Ice used to be. When a player falls into a Hole, he will remain under the ice for the duration of the period. When each period ends, all players who are under the ice come back to the bench and are available to play again.

Ice Sharks: Huge carnivorous fish who hunt beneath the ice. You can spot them by their ominous fins.

Fire: Burning pits in the ice. Going through it decreases players' health.

Mines: Explosive charges embedded in the ice that explode on contact. Not good for your players.

Spikes: Spikes protrude from Battle Goals and the walls around some rinks. Getting stuck to one reduces health. To free an impaled player, skate another player into them to knock them loose.

RINKS

Name (Home Team)

The Tomb (Liars)

The Ice Room (Cadavers)

Skatium (Black Hearts)

Rink War Arena (Slammers)

Cavern Palace (Razors)

Freeze Land (Bots)

St. Mucus Arena (Ooze)

The Graveyard (Monsters)

Hazards

Pits

Thin Ice

Thin Ice, Mines

Pits, Mines, Spikes

Fires

Mines

Holes

Thin Ice, Mines

RINKS (CONT)

Name (Home Team)

Madness Sq. Garden (Derangers)

Weenieworld Center (Weenies)

Puke Palace (Pukes)

Ice Asylum (Slashers)

The Crypt (Things)

The Mausoleum (Kingz)

Fog Dome (Dragons)

The Skunk Centre (Trolz)

Buckle Dome (Techies)

Tripout Rink (Evils)

K.T. Coliseum (Slayers)

Prig Palace (Shrimps)

The Pole (All-Pros)

Frozen Palace (All-Stars)

Puck Dome (Aces)

Hazards

Thin Ice,
Spikes

No

Hazards*

Sharks, Mines

Pits, Mines

Pits, Holes

Mines

Holes, Sharks

Mines, Fires

Thin Ice

Holes

Mines, Fires

Sharks

Thin Ice, Holes

Mines

Pits, Fire



**While there are no obstacles in Weenieworld Center, the Weenies' whining can really get on your nerves.*

TEAMS

Teams are rated on a "skull" basis. The best team, the Galaxy Aces, has a 6 skull rating, while the worst team, the Mighty Weenies, has no skulls (nor brains to go in them).



All-League Team

Galaxy Aces (6 Skulls)

Toxic Conference

Toxic All Pros (5 Skulls)*
Black Hearts (4 Skulls)
Montroyale Cadavers (3 Skulls)
War Slammers (3 Skulls)
Deathskin Razors (3 Skulls)
Bruiser Bots (3 Skulls)
St. Mucus Ooze (3 Skulls)
Mutant Monsters (4 Skulls)
The Derangers (1 Skull)
Chilly Liars (2 Skulls)
Mighty Weenies (No Skulls)

Maniac Conference

Maniac All-Stars (5 Skulls)*
Pucksucker Pukes (5 Skulls)
Ice Slashers (4 Skulls)
Dead Things (3 Skulls)
Lizard Kingz (4 Skulls)
Darkstar Dragons (4 Skulls)
Terminator Trolz (3 Skulls)
Turbo Techies (3 Skulls)
Screaming Evils (3 Skulls)
Slaycity Slayers (2 Skulls)
The Shrimps (1 Skull)

**All-Conference teams*

PLAYERS & CHARACTERS

PLAYER TYPES

TROLLS

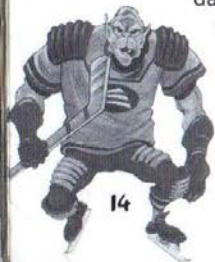
Trolls are big, brawny, and breathtakingly dumb. They lack speed, but their size and strength make them great defensive players.

ROBOTS

"Agile but fragile" is the usual scouting report on Robot players. They have speed and finesse but they can't absorb much damage. Too many solid checks and they're strictly scrap.

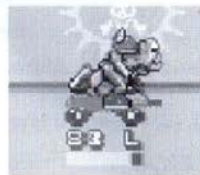
SKELETONS

Skeletons are second only to Robots in speed, and second to none in viciousness. They don't



fear taking a solid check since they're already dead.

CONTROLLED PLAYER



You will be in direct control of one player on the ice at all times. This controlled player will skate on a set of crossbones and is identified by his number and position. (In a game with Reserves active, there is also a Health Bar under the controlled player; see the Health Bar section immediately following for more info.) When the controlled player is not on screen, an arrow points toward his position on the ice.

PLAYER POSITIONS

Center
Left Wing
Right Wing
Left Defense
Right Defense
Goalie

HEALTH BAR

When the Reserves option is active, you can check up on a player's general well-being by taking a look at their Health Bar. The Health Bar is the yellow line that appears under a controlled player. You can also check a player's Health Bar by highlighting his name on the Reserves Screen; his portrait and Health Bar



appear on the left side of the screen. If a player has no Health Bar, it's time to give him a rest.

As a player on the ice loses health, his Health Bar begins to change from yellow to red. The more he shows red, the closer he is to dead.

THE REFEREE

The Referee appears after a penalty. Although he can call penalties, he's no better than anybody else on the ice: He can be bribed and/or wasted. (See Special Plays on page 33 for more info.)

THE ORGAN GRINDER

The Organ Grinder is the evil genius of Mutant League Hockey. He pops in to drop the puck for Face-Offs.

GLYNDA THE ZAMBONI

Glynda the Zamboni is a huge grub-like monster with nothing on her mind but lunch. She crawls across the ice between periods and during time-outs, sucking up body parts and anything else edible.

Crude Candy, the First Lady of Mutant League Hockey, rides the Zamboni on its dietary rampages.

FACE-OFFS

Face-Offs occur at the beginning of a game or period; if the puck flies out of the rink or blows up in an Exploding Puck play; or after a goal, fight or penalty.

The Organ Grinder drops the puck to begin a Face-Off; when the puck hits the ice, it's *live*: and can be captured. The teams' centers attempt to capture the puck in the Face-Off,

facing in the direction of their opponents' goal.

There are three ways to capture the puck in a Face-Off:

- Press **B** to pass the puck to a teammate.
- Press the **D-Pad** toward the puck and try to capture it.
- Press **A** to punch the opposing center and try to knock him off balance during the Face-Off.

Some centers are tougher and more skillful than others. You will want to be aware of your center's particular strengths and weaknesses if you want to make full use of him at Face-Off.

SKATING

Skating controls are the same whether you're playing offense or defense. Press the **D-Pad** in the direction you want the player to skate.

To stop a player quickly, press the **D-Pad** in the opposite direction of the direction he's skating. For example, if a player is skating left, press the **D-Pad** right to stop him.

AUTO-JUMPING

- To make a player jump over an obstacle, release the **D-Pad** just before he reaches it. He will automatically jump.

PASSING

1. Press the **D-Pad** in the direction you want a pass to go.
2. Press and release **B** to pass.



- If your pass to a computer-controlled player is successful, he becomes the new puck carrier and you automatically take control of him.
- If your pass is unsuccessful, the puck is live and both teams have the chance to gain control of the puck.
- You can select another player and manually steer him toward the puck. Press **B** to select the player nearest the puck.

If you pass without using the **D-Pad**, the puck travels in the direction the puck carrier is facing.

Players can pass over an obstacle if they are near it when they attempt to pass. Pucks striking an obstacle near the end of their momentum rebound off the hazard in a random direction.

RELEASE PUCK

The puck carrier can release the puck and allow another teammate to regain control of it.

- To release the puck, press and hold **B**.

PASSING AS TEAMMATES

1. Press the **D-Pad** in the direction of the teammate you want to pass to.
2. Press **B** to pass.
 - If you successfully pass to a teammate, he becomes the puck carrier until the puck is passed again, shot at the goal, or stolen away by an opponent.



OFFENSE

You control the player on the rink skating on a set of crossbones; if he's the puck carrier, he also has a circle under him. You always control

the player with the puck when you're playing offense.

PLAYING OFFENSE AS TEAMMATES

In a two player teammates games, one player is in control of the puck, while the other offensive player has the same player controls as a defensive player (see the Defense section on page 21 for more info).



SCORING

There are two types of goals that can be scored in Mutant League Hockey:

ONE POINT GOAL

A normal goal is worth one point.

TWO POINT GOAL

A goal shot from behind the blue line is worth two points. The blue line is the line between the goal line and the center line; it designates the attack zone for the team with the puck.

Note: If you accidentally score against yourself, we don't embarrass your player by identifying him on the Scoreboard Screen.

SHOOTING

CONTROLLING A SHOT

- Goal nets have nine zones to shoot for. Press the **D-Pad** left/right/up/down/diagonally to aim for one of the zones. For example, press right on the **D-Pad** to aim for the right side of the net.

- If the **D-Pad** is centered as you shoot, the puck will travel towards the center of the net.
- Press the **D-Pad** up when you shoot to give a shot height, or press it down to keep a shot low.

TYPES OF SHOT

There are two different kinds of shots, wrist shots and slap shots.

WRIST SHOTS

Wrist shots are slow but accurate. They are most effective near the goal.

- Press and release **C** quickly to make a wrist shot.

SLAP SHOTS

Slap shots are faster than wrist shots but less accurate. They are most effective from far back in the attacking zone.

- Press and hold **C** to make a slap shot.

Note: If a puck is shot out of the rink (either into the stands or into a hole in the ice), a Face-Off will immediately occur.

ABOUT ONE TIMERS

A One-Timer is a maneuver between two teammates: Player A has the puck, passes to player B, who lets the puck rocket off his stick in an attempt to score without taking control of the puck. One-Timers are powerful shots, so use them often for power goals.

- To pass, press **B**; then as soon as the passer has made the pass, press **C**.
- When two players are directing one team,



the pass receiver can press **C** to perform a One-Timer.

DEFENSE

You control the player skating on a set of crossbones.



CHANGING DEFENSIVE PLAYERS

To change control to the defensive player closest to the puck press **B**.

CHANGING DEFENSIVE PLAYERS AS TEAMMATES

To change your control to the defensive player closest to the puck press **B**. The first teammate to press **B** becomes the player closest to the puck.

USING WEAPONS

- When the controlled player is carrying a weapon, press **A** to use the weapon.
- To pick up a weapon on the ice, skate over it.

SPEED BURSTS

- If the controlled defensive player is not skating near other players, press and release **C** to give him a burst of speed to catch up to the other players.

CHECKS

- If your defensive player is close to an opponent, press **C** to check. There are two different kinds of automatic checks: Body Checks and Cross Checks.

The type of check you deliver is determined by the position of your defensive player relative to the offensive player he checks. If he is facing an opponent, he will Cross Check him. If they are side-by-side, he will Body Check him.

GOALIES

THE CREASE

The semi-circle area marked in front of each goal is called the Crease.

CONTROLLING THE GOALIE WITHOUT THE PUCK

- To select your Goalie if he's the closest defender to the puck, press **B**.
- To save a shot on goal, press **A**.
- To slash at opposing players in the Crease, press **C**.
- To move your Goalie around the Crease, press the **D-Pad** in the direction you want him to go.

Note: When you gain control of your Goalie, a flashing arrow will appear at the top of the screen and will remain there until you switch to another player or pass the puck.

CONTROLLING THE GOALIE WITH THE PUCK

- To pass the puck, press **A** or **B**.
- Use the **D-Pad** to move your Goalie around the Crease.
- To slash at opposing players, press **C**.

Note: A Goalie will sometimes hold onto the puck if an intelligent pass can't be made down rink. This will result in a stoppage of play followed by a Face-Off (see *Holding The Puck* on page 26 for more info.)



FIGHTING



Fights occur randomly during games, but they break out more frequently when an Enforcer is on the ice. Only two players are involved in a Fight. When a Fight breaks out, the Mutant League Hockey point of view switches to the Fight Screen.

The Fight Screen displays the combatants face-to-face, viewed from the side. All fights have the same maximum time limit. Fights can end in three ways:

Decision- One of the fighters is declared the winner if the fight goes the full time limit.

Knockout- One of the fighters is knocked down, rendered unconscious, and can't continue the fight.

Draw- Both fighters have landed the same number of punches when the time limit expires. Nobody wins.

FIGHT CONTROLS

- To punch, press **B** or **C**.
- To block a punch, press **A**.
- To move your fighter forward and back, press the **D-Pad** right/left.

If the Penalties option is ON, both combatants are penalized following a Fight. However, the loser of the fight will end up doing more time in the penalty box.

THE FIGHT CARD

At the conclusion of a fight, the Fight Card appears giving a quick rundown of the fight, including punches thrown, punches landed, and secondary injuries, such as broken nails.

PENALTIES/INFRACTIONS

When the Penalty option is ON, the referee calls penalties that occur on the ice (and he'll call even more of them against your opponent if he's been bribed).

If a penalty is called on the player who controls the puck, the referee appears to stop play. The penalized player's name and offense appear on the Penalty Box Screen as he skates into the penalty box. A Face-Off follows in the appropriate zone.

DELAYED PENALTIES

When a penalty is called on a player from the team that does not control the puck, the player is informed that he has a penalty when the referee appears. But action is not stopped until someone on the penalized player's team captures the puck. The referee then stops play and the penalized player is sent to the penalty box, followed by a Face-Off. If the penalized player's team does not capture the puck before the other team scores, the penalty is cancelled.

Only minor penalties can be Delayed Penalties; major penalties are called immediately.

MINOR PENALTIES

All Minor Penalties result in short periods of time in the penalty box for the offending players.



Slicing – Deliberately hitting an opponent from behind with a stick in order to obstruct or intimidate him.

Excessive Force – Concealing and using illegal weapons on the ice.

Wounding– Unnecessary roughness against or causing injury to an opposing player.

Goalie Bashing– Attacking and wounding the Goalie in the Crease.



MAJOR PENALTIES

All Major Penalties result in longer periods of time in the Penalty Box.

Termination–Causing death of an opposing player.

Fighting–Fighting with another player. Both players are penalized, but the loser of a fight will spend more time in the penalty box.

Nasty Assaults–Attacking the opposing goalie with the intent to injure or maim him. Only called against a team that has used the WASTE THE GOALIE Nasty Play.

Note: *Mutant League Hockey is a rough game, so the refs will call Termination or Excessive Force penalties only after the nastiest attacks.*

INFRACTIONS

Icing–Passing or shooting the puck across the red center line that divides the rink, the opponent's blue line, and the red goal line at the end of the rink, but not through the crease.

Note: *Some Mutant rinks have different colored lines but the infraction is the same.*

If a player on the offensive team touches the puck after it has been Iced, or if the defensive team's goalie touches the puck before the offensive team touches the puck, the infraction is not called. Icing is not called on a shot-on-goal, or on a team that is short handed due to penalties or deaths.

After an Icing call, the ref stops play and sets up a Face-Off in the defensive zone of the guilty team.

HOLDING THE PUCK

If a Goalie holds onto the puck for more than ten seconds, play is stopped and a Face-Off will occur.

INJURIES

Sometimes a player takes a vicious hit and starts writhing on the ice for a short period of time.

POWER PLAYS

Whenever one team has at least one more player on the ice than the other team (due to penalties), that team has a Power Play. The time remaining in a Power Play appears on the Game Clock.

FORFEITS

Mutant League Hockey games can end in a forfeit. A team automatically forfeits if it has fewer than two on-ice players and a Goalie (or Demon Net) available. Players are considered unavailable if they are in the penalty box, under the ice, or dead. Players with low health are still considered available.

Forfeits are more likely to occur when the Death Index is set at a high number.



WEAPONS

The use of weapons (such as chain saws, axes, mallets, etc.) in Mutant League Hockey is strictly controlled, as if that makes any difference to the players or coaches.

Players other than Enforcers who use a weapon on the ice risk being penalized. However, there's a loophole in the rules: Players can't enter the game carrying a weapon but they can pick them up on the ice.

For a player to pick up a weapon thrown on the ice by the crowd, he needs to skate over it. If a player carrying a weapon skates over another weapon, he drops the first weapon and picks up the second.

When a player leaves the ice and goes to the bench, unless he's an Enforcer, he loses any weapons he is carrying.

- To use a weapon, press **A**.

COINS

The crowd will sometimes toss coins onto the ice. For a player to pick up a coin, he needs to skate over it. This will automatically bribe the referee and any penalties that occur will be called against the opposing team. (see Special Play Descriptions-Bribe Ref, on page 34).

BONES

Periodically the crowd will throw bones into the rink. Skate your player over a bone to pick it up.

White Bones- Increase a players punching and checking ability.

Red Bones- Restore a players health to full.

Black Bones- Decrease a players skating speed.



GOAL NETS

STANDARD NETS

This is the ordinary net familiar to today's hockey fans. Shoot the puck across the goal line and into this net and you score. In the Mutant League, standard nets are used only by less "glamorous" teams.

BATTLE NETS

Battle Nets are studded with razor sharp spikes and barbed wire that can injure players. Players will lose health if they play around these nets for too long.

DEMON NETS

Demon Nets are living entities that react to game conditions around them. They are especially valuable in situations wherein a team pulls its goalie out of the game to rest. Demon Nets cannot be used with a goalie.

A Demon Net will follow the puck when the opposing team is in its territory. When the puck enters its zone, its mouth begins to snap open and close rapidly, making it hard to score on. Demon Nets hate to be scored on (or maybe they just hate the taste of the puck), so they blow up and die if a goal is made on them. They are automatically replaced with a new net and goalie.

Note that not every team has access to a Demon Net. To see if a team has a Demon Net, check the team's goalies (Reserves must be *enabled*). Demon Nets can be put in the game and taken out the same way goalies can. Demon Nets are available only when defending the north goal.



SCOREBOARD



The Scoreboard Screen appears under various circumstances: at the end of a period, after a goal is scored, following a fight, etc. A special Options Menu will appear over the Scoreboard and give you access to Game Statistics, Reserves and Special Plays, and Instant Replay.

- To see the current Game Statistics, press **A**. (See the Stats section on page 41 for more info about Game Statistics.)
- To go to the team bench to substitute players or call a Special Play, press **B**. If Reserves is disabled, only the Special Plays appears. (See the Special Plays section on page 34 or the Reserves section on page 31 for more info.)
- To see an Instant Replay, press **C**. (See the Instant Replay section on page 30 for more info.)

INSTANT REPLAY



When the game is paused, or from the Scoreboard Screen, you can replay the last remaining seconds of the recorded play.

1. From the ice, press **START** to pause the game.
2. When the Pause screen appears, press **A** to see an Instant Replay.
3. The replay is automatically rewound as far as possible. The Replay Controller is in the upper left corner of the screen.
 - Press **C** to roll a replay at normal speed.
 - Press and hold **B** to roll a replay in slow motion; press and release **B** to freeze frame a replay.
 - Press and hold **A** to rewind the replay; release **A** to stop rewinding.
 - Press **START** to resume play.

The point of view of an Instant Replay always follows the puck or puck carrier.



RESERVES



When the Reserves options is disabled, the computer automatically substitutes players for you. When the Reserves option is enabled, you can send in substitutes for your on-ice players yourself. Substitutions can be made during the following three situations:

- When a player dies. Players who die are automatically substituted in without stopping game play. (The game selects the reserve to be sent in; if no player at the same position is available as a substitute, the current best and healthiest player at another position is automatically sent in.)
- From the Scoreboard Options Menu.
- During a time out.

Each position has 4 players available to play that position. The players are either 1st string, 2nd string, 3rd string, or reserves. In addition, each position other than the goalie has 1 additional player available to play that position. The alternate player is computer selected as the best player to play that position, although he normally plays another position.

Some alternates are very versatile and can play many different positions well. So if you see a player like Too Gruesome at the bottom of the player list for many different positions, that's because he's an available "alternate" and can play any of these different positions really well. If a player is put on the ice as an alternate, he will no longer be on the list of players for his regular position until he is taken back off the ice.

SENDING IN RESERVES

- From the Scoreboard Options Menu, press **B**.
- Highlight the position you want to substitute by pressing the **D-Pad** up/down. Press **A**, **B**, or **C** when the position is highlighted.
- A list of available reserve players appears. The player currently in the game appears at the top of the list as "On Ice". Unavailable players who are in the penalty box, under the ice, or dead, are also identified.

Press the **D-Pad** up/down to highlight different players. A highlighted player's Health Bar, number and portrait will appear in the upper left corner of the screen; the coach will give a brief and frequently insulting opinion of their ability.

- When the reserve player you want to send into the game is highlighted, press **A**, **B**, or **C**.
- To leave the reserve list, press **START**.

TIME-OUTS

Time-outs can be called only by the team that is in control of the puck. Teams get one time-out per period. All player's health restore to full (if the Reserves option is *enabled*).

To call a time out:

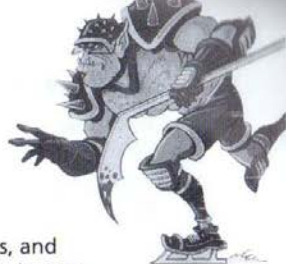
1. Press **START** when your team controls the puck.
2. Press **B** to call time-out.

During a time-out, the Reserves/Special Plays screen appears if the Reserves option is *enabled*. Otherwise, the Special Plays Screen appears.



31

SPECIAL PLAYS, NASTY PLAYS, AND PHONY PLAYS



You get three Special Plays, three Nasty Plays, and unlimited Phony Plays per game. However, only ONE Nasty Play can be used per period.

A team's Nasty Plays are always listed on its Team Description Screen. If a period ends and you didn't use your Nasty Play, you lose it, but you get another Nasty Play in the next period.

CALLING UP THE SPECIAL PLAYS SCREEN FROM THE SCOREBOARD SCREEN

1. To call up the Special Plays Screen from the Scoreboard Screen, press **B**.
2. When the Reserves screen appears, press the **D-Pad** down to highlight Special Play.
3. Press **A**, **B**, or **C** to call up the Special Play screen.

CALLING A PLAY FROM THE SPECIAL PLAYS SCREEN

NASTY PLAYS

1. To choose a Nasty Play, press **A**.
2. When play resumes, press and hold **A** to activate the Nasty Play when your team has possession of the puck.
 - When you use a Nasty Play, it is replaced during the ongoing period by a Fake-Out Phony Play (see below).

33

SPECIAL PLAYS

1. To choose a Special Play, press the **D-Pad** up/down to highlight the Special Play you want, and then press **B**.
2. When play resumes, press and hold **A** to activate the Special Play when your team has possession of the puck.
 - All three Special Plays can be used in any period and are immediately replaced with a Fake-Out Phony Play.

PHONY PLAYS

- To call a Phony Play, press **C**.

SPECIAL PLAY DESCRIPTIONS

To activate a Special or Nasty Play during the game, press and hold **A** until you hear a horn blast. This may be done anytime during the period as long as you are in control of the puck.

Some plays will require another button press to activate the play (see descriptions below).

BRIBE REF

A bribed ref usually favors the team that paid him off. He calls no penalties against the team that was generous to him, while he calls frequent and often imaginary penalties against the other team.

- To Bribe The Ref anytime during play, press and hold **A** until you hear a horn blast.

Bribing the ref isn't always a guarantee that the other team will be penalized. Not all refs can be bought.

WASTE THE REF

When a Waste The Ref Special Play is called, all

on-ice players (except the goalie) from the team that called the play will converge on the ref and waste him. This is an effective counter to a bribed ref.

- To Waste The Ref anytime during play, press and hold **A** until you hear a horn blast. Your players immediately converge on the ref.

JAIL BREAK

Spring all of your penalized players from the penalty box before their penalty time is over.

- To bust your penalized players out anytime during play, press and hold **A** until you hear a horn blast. Your players escape the Penalty Box.

NASTY PLAY DESCRIPTIONS

Each team can use one Nasty Play per period; they will get a different Nasty Play to use in the following period. If you don't use a Nasty Play during that period, you will lose it; they don't accumulate.

EXPLODING PUCK

An Exploding Puck will explode when an opposing player or goalie receives it after a pass or shot. This can also be an effective play if the puck is released and picked up by the opposition.

- To use Exploding Puck anytime during play, press and hold **A** until you hear a horn blast. Then pass or shoot the puck at the opposing team and they'll blow up very nicely indeed.

ROCKET PUCK

The puck will blast off like a rocket the first time it's shot at the net.



- To use the Rocket Puck anytime during play, press and hold **A** until you hear a horn blast.
- Press **C** to blast the puck into the net.

WASTE THE GOALIE

All of the players on one team (except the goalie) will attack the opposing team's goalie and try to waste him.

- To Waste The Goalie anytime during play, press and hold **A** until you hear a horn blast. Your players converge on the Goalie.
- Goalie control is automatically given to the defending player; press **C** to slice at the attackers.

Note: *Waste The Goalie cannot be used against a Demon Net (you'll have to score to get rid of it).*

NASTY GOALIE

If an unfortunate player happens to get near a "Nasty Goalie", the goalie will inflict heavy damage on the player if he chooses to hit him.

- To use Nasty Goalie anytime during play, press and hold **A** until you hear a horn blast. Your Goalie is now extremely nasty and irritated.

CONFUSION

The opposing team will react opposite to the directions they receive from your opponent's controller.

Confusion will last the duration of the play.

- To use Confusion anytime during play, press and hold **A** until you hear a horn blast.



ARMED FORCE

All of your players will become equipped with weapons.

- To use Armed Force anytime during play, press and hold **A** until you hear a horn blast.
- To use a weapon, press **A** again.

Being hit by a weapon will make an opponent lose health and fall to the ice. Armed Force will last the duration of the play; it is especially effective when used in conjunction with a Bribe Ref Special Play.

SKUNK

Silent but deadly. The puck carrier will get five chances to flatulate in the general direction of pursuers, disabling them.

- To use Skunk anytime during play, press and hold **A** until you hear a horn blast.
- Press **A** again to poot.

NASTY PLAYS BY TEAM

Black Hearts	Waste The Goalie, Nasty Goalie, Armed Force
Bruiser Bots	Waste The Goalie, Exploding Puck, Armed Force
Chilly Liars	Exploding Puck, Armed Force, Nasty Goalie
Darkstar Dragons	Exploding Puck, Nasty Goalie, Armed Force
Dead Things	Exploding Puck, Armed Force, Nasty Goalie
Deathskin Razors	Rocket Puck, Armed Force, Exploding Puck
The Derangers	Nasty Goalie, Armed Force, Waste The Goalie



Galaxy Aces	Nasty Goalie, Exploding Puck, Waste the Goalie
Ice Slashers	Exploding Puck, Armed Force, Nasty Goalie
Lizard Kingz	Rocket Puck, Waste The Goalie, Armed Force
Maniac All-Stars	Waste The Goalie, Rocket Puck, Armed Force
Mighty Weenies	Confusion, Armed Force, Exploding Puck
Montroyale Cadavers	Rocket Puck, Confusion, Waste The Goalie
Mutant Monsters	Armed Force, Confusion, Exploding Puck
Pucksucker Pukes	Exploding Puck, Confusion, Waste The Goalie
Screaming Evils The Shrimps	Armed Force, Confusion, Nasty Goalie Armed Force, Confusion, Exploding Puck
Slaycity Slayers	Rocket Puck, Confusion, Waste The Goalie
St. Mucus Ooze	Exploding Puck, Confusion, Waste The Goalie
Terminator Trolz Toxic All-Pros	Skunk, Waste The Goalie, Armed Force Armed Force, Exploding Puck, Waste The Goalie
Turbo Techies	Exploding Puck, Confusion, Armed Force
War Slammers	Nasty Goalie, Armed Force, Confusion

PHONY PLAY

FAKE OUT

Fake Out is the only Phony Play. A Phony Play is just that—phony. It doesn't do anything. Nothing explodes, kills anybody, or smells bad. The purpose of a Phony Play is to trick your

opponent(s) into thinking you've just called a sneaky underhanded play. Which you did, but, like, it doesn't really do anything. Get it?

PLAYERS

PLAYER RATINGS

WE'VE GOT ACES ON THE ICE. GOES ON THE BENCH AND SIES UP OUR STIVE. THERE'S ONLY 7 LEAGUE PLAYERS IN THE REST OF THE LEAGUE TO BEAT US.

SHOOTING	10	OFFENSE	10
SPEED	10	DEFENSE	8
STAMINA	10	PASSING	10
POWER	0	CHECKING	10
ACCURACY	9	FIGHTING	10

OO BONES JACKSON

LINE PLAYERS

Skating Player's balance and turn momentum control on ice.

Speed: Player's maximum speed on ice.

Stamina: How quickly a player recovers energy.

Power: How powerful a player shoots.

Accuracy: How accurate a player's shot is.

Offense: Overall offensive ability.

Defense: Overall defensive ability.

Passing: Accuracy of player's passes.

Checking: How strong a player checks.

Fighting: How well a player can deliver or take a punch.

GOALIES

(Goalies are rated in all Line Player categories – except Power, Accuracy, Checking, and Fighting – as well as their own special categories.)



Block Left: How well the goalie block shots on the left side of the net.

Block Right: How well the goalie block shots on the right side of the net.

Consistency: How hot or cold a goalie is.

Wounding: How well the goalie fends off attacks.

ENFORCERS

(Enforcers are rated in all Line Player categories as well as their own special abilities.)

Aggression: How mean an enforcer is.

Instinct: How smart an enforcer is.

CHECKING PLAYER RATINGS

1. From the Game Set Up Screen, select Team Descriptions.
2. When the Team Description team screen appears, press **A** to see the coach's description of his team. When the coach appears, press **A** twice to call up the Team Roster.
3. When the Team Roster first appears, it shows the team's starting line up. To see a starting player's ratings, press the **D-Pad** up/down to highlight his name, and then press **A**, **B**, or **C**. The player's name, number, ratings, and portrait appear.
4. Press the **D-Pad** left/right to see the stats of the first string, second string, third string, and reserve players at a position.
5. Press the **D-Pad** up/down to see the stats of players in other positions.
6. To leave the Player Ratings screen, press **START** twice.



STATS

C GAME STATS		
RIES	S	NEERIES
1	SCORE	0
1	SHOTS	2
0	2PT SCORES	0
0/0	POWER PLAYS	0/0
0/0:00	PENALTIES	0/0:00
2	FACE-OFFS WON	0
0	HARD CHECKS	0
1	MEENIE CHECKS	0
0:45	ATTACK ZONE	0:45



You can check current game and player statistics when the Scoreboard appears between periods or immediately after a goal is scored.

- When the scoreboard appears, press **A** to bring up the Game Statistics screen.
- To change teams, press **A**.
- Press the **D-Pad** up/down to scroll the page.

GAME STATS

The Game Stats appear first. Each team's current game statistics appear beneath the team's name.

- Press the **D-Pad** up/down to see the whole Game Stats screen.

GAME STAT CATEGORIES

Score – Number of points scored.

Shots – Number of shots taken on the goal: Attempts/Scores.

2PT Scores – Number of goals scored from beyond the center line.

Power Plays – Scores/Number of Power Plays.

Penalties – Number of penalties/Total penalty minutes.

Face-Offs Won: Number of Face-Offs won.

Hard Checks -Number of checks that caused opponents to fall.
Weenie Checks: Number of checks that leave opponents standing.

Passing %: The percent of passes that were successful.

Deaths This Game: How many players died in a game (The Deaths This Game stat will only track for one game at a time. If you are continuing a Playoff series with a password, you may actually have more dead players than are indicated by the Deaths This Game stat. This is because they died earlier in previous games in the series.)

Under Ice: How many players have fallen under the ice.

Fights Won: How many fights members of the team won.

PLAYER STATS

Player Stats gives you a breakdown of players' performance.

- When the Game Stats are on screen, press **A** to see Player stats for the Home team; to see the Visiting team's stats, press **A** again.
- Players are listed number, name, and position Press the **D-Pad** up/down to scroll through Player stats by position: Starters, second line, third line, reserves, and Goalies. Press the **D-Pad** up/down to check stats for yours.

PLAYER STAT CATEGORIES

Starters' Categories

G— Goals scored

Pts—Points earned (Goals)

SOG— Shots on goal

PIM—Penalties in minutes

Goalies' Stats

G - Goals Scored

SAV - Saved

SOG - Shots on goal



Team Roster

LD—Left Defense man (shown as **D** on the ice)

RD—Right Defense man (shown as **D** on the ice)

LW—Left Wingers (shown as **L** on the ice)

C—Center (Shown as **C** on the ice)

RW—Right Wingers (shown as **R** on the ice)



Note: If the scrolling starfield starts to make you woozy, press **B** to stop it.

PASSWORDS

At the end of each Playoff Game, you get an 13 character long Password. Make sure to copy this Password down carefully, because you will need to enter it if you want to restart a Playoff series from that point. For example, if you have played the second round of the playoffs and lost because of unusual circumstances, such as a high number of deaths or just because you really sucked, you can start the second round over by entering the correct Password.

To enter a Password:

1. From the Game Set Up screen, select the Continue Playoffs Game Mode and press **START**.
2. Press **D-Pad** left/right/up/down to move the yellow character highlight.
3. Press **A** to select a highlighted character. Press **B** to back-space and erase a selected character.
4. After you enter the 13-character Password correctly, press **START** to continue.
5. To leave the Password screen without entering a Password, press **C** to cancel.

CREDITS

Created by Michael Mendheim
Design : Michael Mendheim, Alan Martin
Development: Abalone
Executive Producer: Sam Nelson
Producer: Keith Orr
Assistant Producer: Tony Iuppa
Lead Programmer: Glyn Anderson
Programming: Glyn Anderson, Paul Taylor, Lee Powell
Art Direction: Steve Suhy
Graphics: Steve Suhy, Roseann Mitchell, Lance Alameda
Music/Sounds : Russell Lieblich, Michael J. Sokyra
Technical Director: Evan Robinson
Testing: Yun Shin, Jeff Hasson, William Schmitt, Chad Conrad
Product Manager: Dave Neubecker
Public Relations: Fiona Murphy
Art Director: Nancy Waisanen
Package Design: Cory Higgins
Package Illustrations: Kieran Bergin
Quality Assurance: Dan Gossett
Head Writer & Documentation: Michael Humes
Documentation Layout: Tom Peters
Special Thanks to Amory Wong, Kevin Pickell, Randy Broecker

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS



OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANT ABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time.

In Australia and New Zealand, contact:
Electronic Arts Pty Ltd.
P.O. Box 432
Southport Qld 4215
Australia.
Within Australia call: Phone: (075) 711 811

Within New Zealand call: Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

Unless indicated otherwise, all software and documentation is ©1994 Electronic Arts. All Rights Reserved.

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

MUTANT LEAGUE IS A TRADEMARK OF ELECTRONIC ARTS. ALL TEAM NAMES, LOGOS, AND INDIVIDUAL NAMES ARE TRADEMARKS OF ELECTRONIC ARTS.

4 WAY PLAY AND LOGO ARE TRADEMARKS OF ELECTRONIC ARTS.

