

Mutant League Hockey FAQ

by Apathetic Aardvark

Updated to v1.6 on Mar 10, 2004

Mutant League Hockey

Copyright 2004, Apathetic Aardvark Email: Jason@lelando.net
All rights reserved Version 1.6 3/10/2004

Index/Table of Contents

Disclaimer.....	i
Version History.....	ii
Modes of Play.....	iii
Before the Game.....	iv
Arena Hazards and Weapons.....	v
Nasty Plays.....	vi
Penalties.....	vii
Types of Players.....	viii
The Teams, Players and Ratings....	ix
Playoff Codes.....	x
Credits.....	xi

i) Disclaimer (Legal stuff)

Copyright 2004, Apathetic Aardvark
All rights reserved.

The following sites have my permission to post this;
www.gamefaqs.com

Any site, magazine, or other form of media, that is not included on this list caught hosting this guide without my written consent is in violation of copyright laws and will be prosecuted to the full extent of the laws.

ii) Version History

4/21/2003 v1 - Added modes of play; Before the game; Player types; Hazards; Nasty plays; penalties; started team descriptions; playoff codes; Coach Names; Arena details;

4/25/2003 v1.5 - Added all player stats and finished team descriptions. Added a what separators mean what section. Unless there is a request for something else this should be the final version

3/10/2004 v1.6 - Added more team description and coaching information.

iii) Modes of Play

Regular Game: An exhibition game in which you can be any team you wish. These games have no effect on the playoffs.

Playoffs: A tournament with 16 teams which is single elimination. All star teams can not compete in the playoffs. You select your team and begin in four games on your quest to the monster cup. After each game you will be given a password in case you lost the next game.

Playoffs (2 out of 3): Identical to playoffs except you will play each one of your opponents in a best of three game series rather than only once. If you win the first game by forfeit you will advance to the next round without playing again.

Continue Playoffs: Enter a Password to resume an uncompleted quest for the monster cup.

iv) Before the Game

Period Length: 3, 5, or 8 minute periods.

-The shorter the period, the greater chance a few quick goals will make a large difference.

Stadium: Where you want to play. If you're in playoff mode you will play at the home teams stadium automatically.

Penalties: On/off

-Icing is still called even if penalties are off

Reserves: Enabled/Disabled

-If enabled the Demon Net goalie can be used, as well as substituting players around. If disabled, players who go under the ice or die will be automatically filled in for. You can not change players yourself if reserves are Disabled.

Death Index:

-Rough: Players take very little damage and almost everyone will survive.

-Bloody: Players will take little damage and many will survive.

-Bone Breaking: Players will take a moderate amount of damage. Most strong players will survive.

-Slaughter: Players take a lot of damage. Only the strongest players will last long.

-Annihilation: Players take an extreme amount of damage. Except most any game at this level to be decided by a forfeit. Strong players will fair well, but will still die if not taken care of.

v) Arena Hazards and Weapons

Hazards:

-Thin ice/holes: clearly marked by cracks in it, players who fall through in this way will spend the rest of the period under the arena. Players under the ice are treated as dead until they are pull up the next period. Be careful to not lose too many players in this manner. After thin ice is initially broken, it will leave a hole.

-Sharks: Massive sharks who swim under the ice, their fins pierce through to trip players. If you have the puck you will lose possession of it when you hit a shark fin. If under the ice bodies float too far the sharks will eat them, causing the player to die.

-Fire: Fans throw explosive bottles out onto the arena. Once these catch fire any player standing in it will slowly burn to death.

-Mines: A player who hits a mine will die immediately upon contact. The mine will leave a hole similar to thin ice holes in which players can fall through.

-Spikes: Some arenas have spikes around the edges. A player who gets caught in these spikes will slowly bleed to death. To free a trapped player, skate another player into him.

-Demon Net: Not really a hazard so to speak. The team who is defending the up goal in any particular period may summon a demon net rather than a normal goalie. The demon net will open and close it's mouth to deflect incoming shots. The Demon net will die if it is scored upon. In addition, it can only be in the game for one period per team.

Weapons: The types of weapons are; Axes, Mallets, Ball & Chain, and chainsaw. A player may hold one weapon at any given time. Upon play being stopped for any reason, players will drop their weapons. Enforcers always get to have weapons equipped though, so it's a nice idea to have them on the ice.

Bones: There a three kinds of bones which may be thrown on the ice similar to weapons. The red bone will restore a players health the full (the player whom skates over it). A black bone will decrease a players skating speed by about half. The white bone acts as brass knuckles, greatly increasing punch and stick checking damage.

Coins: The crowd will sometimes throw coins. If you step over one the ref will be bribed in your favor and will call penalties on the other team if penalties are on.

vi) Nasty Plays

Nasty Plays are selected on the in game menu, which comes up after any time out or goal. You select the play there. To arm the play, have possession of the puck and hold the A button. A horn will honk, the play is armed.

Rocket Puck: The puck will gain lightning quick speed. If shot on target to the goal it is unlikely it will be stopped.

-Rating: 9/10, as long as you're lined up near center, you can almost always sink a 2 point goal with this.

Exploding Puck: The puck is armed to blow then it comes in contact with anyone after being shot. This is a great tactical weapon if used against the other teams best player or better yet; against a goalie. This play is only worth calling with reserves on.

-Rating: 8/10, it does stop play when it detonates, but it is a nice way of getting rid of tough goalies or good opposing players.

Armed Force: All of your players on the ice get weapons. Great for knocking down some other players or bringing a goalie down to size.

-Rating: 7/10, All your guys get weapons and can do a lot of damage, but it goes away at the first stopping of the game.

Skunk: You get five farts to disable other players. Press the A button to let them rip.

-Rating: 5/10, unlike the version in mutant league football, skunk on the ice just doesn't eliminate players fast enough.

Confusion: The opponents will move the opposite direction they are trying to. This will last until play stops.

-Rating: 8/10, unlike mutant league football, this play is effective here. Human players will have trouble moving around. Computer opponents are even stupider. They will just wander off into the nearest wall and pretty much sit there unless you get too close to them.

Waste the Goalie: Your players will all charge the goalie and kill him. This can not be used against the demon net. If penalties are on, you'll get one. If penalties are off, you can get a free shot at an open net.

-Rating: 9/10, it gets rid of a goalie again and if penalties are off, play will not stop, giving you an almost assured goal if you keep a man next to the puck.

Nasty Goalie: Goalies will do much more damage to other players. This really isn't effective but it's better than nothing.

-Rating: 4/10, You're the goalie can't wander very far, and he knocks opponents away with his attacking, making a follow up blow unlikely.

vii) Penalties

Infractions:

-Icing: If a puck crosses over any three lines, the last of which being an opponents red line but not crossing the painted crease, you will be slapped with icing when an opposing player beats you to the puck. There will be a face off to the left or right of the committing teams goal.

-Holding the Puck: If a Goalie holds the puck too long there will be a face off to either his left or right.

Minor Penalties:

-Slicing: Hitting someone in the back with your stick. This is a good way to damage a player, but if caught you will spend a couple of minutes in the penalty box.

-Excessive Force: Using illegal weapons on the ice. This penalty can not be called against enforcers.

-Wounding: Unnecessary roughness to another player.

-Goalie Bashing: Attacking the goalie while he is inside the goalie crease.

Major Penalties:

-Termination: Ending an opponents life.

-Fighting: Starting a fight which is resolved with fists. The loser of the fight gets a long time in the penalty box.

-Nasty Assaults: Waste the Goal nasty play will give you this penalty.

viii) Types of players

Robots - Making up the smallest portion of players, robots are very fast and good at spin moves. They have good shot accuracy as well. They do however, lack in the strength and stamina categories. They don't hit hard and can't take more than a few good checks.

Skeletons - Skeletons are almost as quick as robots, but much strong and able to take slightly more punishment. They tend to shoot quite well too.

Trolls - Trolls are big and strong. They don't move very fast and they're clumsy with the puck. The best way to take on a troll is to skate around it.

ix) The Teams, Starting Line Players and Ratings

The more skulls a team has, the better it is. The first three teams are all star teams and may not play in the playoffs. The Nasty Plays are listed in order. You get only that nasty play per period. Player stats only go up to ten. Only the first line and notable other players are listed.

Team: Galaxy Aces

Skulls: 6

Arena: Puck Dome

Hazards: Pits, Fire

Nasty Plays: Nasty Goalie, Exploding Puck, Waste the Goalie

Coach: Bricka

Description: The Aces are the ultimate MLH team - a combination of all the best players from both conferences. The only reason you play them is if you want some openings in your roster - or in your chest.

Coach says: I'm the only coach that could get Bones Jackson and K.T. Slayer to play 'with' each other rather than destroy each other. This league's lucky I'm sooo kind-hearted -- not!

My notes: The best team in the League. They have every good player.

This team cannot play in the playoffs.

Player: Bones Jackson

Position: Center

Skating: 10

Speed: 10

Stamina: 10

Power: 8

Accuracy: 9

Offense: 10

Defense: 8

Passing: 10

Checking: 10

Fighting: 10

About Himself: We've got Aces on the Ice, Aces on the bench, and Aces up our sleeve. There aren't enough wild cards in the rest of the league to beat us.

Player: K.T. Slayer

Position: Left Wing

Skating: 10

Speed: 9

Stamina: 9

Power: 10

Accuracy: 9

Offense: 10

Defense: 10

Passing: 10

Checking: 10

Fighting: 10

About Himself: I'm the Galaxy 'Ace of Diamonds', I cut through any defense. Nothing's as hard as me, and those are just two of my facets.

Player: Mo Puke

Position: Right Wing (enforcer)

Skating: 10

Speed: 8
Stamina: 10
Power: 10
Accuracy: 8
Offense: 8
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

About Himself: Maw would sure be proud to see her two l'il yungins playin' fer the Aces. We'd send her tickets, but she makes Coach Bricka plum scairt.

Player: Spew Puke
Position: Left Defense (enforcer)
Skating: 10
Speed: 9
Stamina: 10
Power: 10
Accuracy: 7
Offense: 8
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

About Himself: These Aces always has a card or two up their sleeves, and here I thought sleeves was just for them awkward moments when you don't have no hankie.

Player: Smelios
Position: Right Defense
Skating: 9
Speed: 8
Stamina: 10
Power: 9
Accuracy: 6
Offense: 7
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

Player: Wires
Position: 8
Skating: 7
Speed: 8
Stamina: 7
Block Left: 9
Block Right: 9
Offense: 9
Defense: 8
Passing: 8
Consistency: 6
Wounding: 8

Team: Toxic All Pros

Skulls: 5

Arena: The Pole

Hazards: Thin Ice, Holes

Nasty Plays: Armed Force, Exploding Puck, Waste the Goalie

Coach: Bricka

Description: This is the Toxic Conference All-Pros, Bones Jackson is clearly the class of the league and his offensive leadership makes scoring simple - and often. They've also got the two best goalies in the game.

Coach Says: It has been my coaching dream to take the best players from the Toxic Conference and mold them into a brutal, single-minded, merciless hockey juggernaut. Things seem to be working out better than planned.

My notes: A combination of the ten teams in the Toxic conference. They get all of the good players from them. They are a large threat, but they cannot play in the playoffs.

Player: Bones Jackson

Position: Center

Skating: 10

Speed: 10

Stamina: 10

Power: 8

Accuracy: 9

Offense: 10

Defense: 8

Passing: 10

Checking: 10

Fighting: 10

About Himself: They call me hotdog because I'm always on a roll.

Player: Skingros

Position: Left Wing

Skating: 10

Speed: 10

Stamina: 9

Power: 9

Accuracy: 10

Offense: 10

Defense: 9

Passing: 10

Checking: 9

Fighting: 9

Player: Grim McSlam

Position: Right Wing

Skating: 9

Speed: 8

Stamina: 9

Power: 9

Accuracy: 10

Offense: 10

Defense: 7

Passing: 9

Checking: 7

Fighting: 8

About Himself: The All-Pros give the Toxic Conference a chance to live up to its name. Playing us is like taking poison.

Player: Grisly
Position: Left Defense
Skating: 8
Speed: 7
Stamina: 7
Power: 8
Accuracy: 7
Offense: 5
Defense: 8
Passing: 7
Checking: 9
Fighting: 8

Player: Smelios
Position: Right Defense
Skating: 9
Speed: 8
Stamina: 10
Power: 9
Accuracy: 6
Offense: 7
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

Player: Dry Rot
Position: Goalie
Skating: 8
Speed: 8
Stamina: 8
Block Left: 9
Block Right: 8
Offense: 9
Defense: 8
Passing: 9
Consistency: 9
Wounding: 7

Team: Maniac All Stars
Skulls: 5
Arena: Frozen Palace
Hazards: Mines
Nasty Plays: Waste the Goalie, Rocket Puck, Armed Force
Coach: Dante N. Ferno
Description: The year's All-Stars team is loaded to the gills- Starting with GIL-9000 at center, including the 'The brothers - Mo and Spew' and featuring Mr. K.T. Slayer
Coach Says: I just send the All-stars out onto the ice to win and they hope the other team sticks around for the final horn to sound. The game's usually over much sooner.
My notes: A combination of the ten teams in the Maniac conference. The all stars get the best players from these teams. They can not play in the play offs.

Player: GIL-9000

Position: Center

Skating: 10

Speed: 10

Stamina: 8

Power: 8

Accuracy: 10

Offense: 10

Defense: 9

Passing: 10

Checking: 8

Fighting: 8

About Himself: I shall teach these organic units the real meaning of mechaized warfare! The other All-Stars shall assist me in this endeavor.

Player: K.T. Slayer

Position: Left Wing

Skating: 10

Speed: 9

Stamina: 9

Power: 10

Accuracy: 9

Offense: 10

Defense: 10

Passing: 10

Checking: 10

Fighting: 10

About Himself: The Toxic Conference 'All Punks' are afraid of us, especially no-backbone Jackson.

Player: Mo Puke

Position: Right Wing (enforcer)

Skating: 10

Speed: 8

Stamina: 10

Power: 10

Accuracy: 8

Offense: 8

Defense: 10

Passing: 9

Checking: 10

Fighting: 10

About Himself: I'm just plum tickled to be playing for the All-Stars. These fellers are so neighborly they just can't be beat. So we just beat everybody else instead.

Player: Spew Puke

Position: Left Defense (enforcer)

Skating: 10

Speed: 9

Stamina: 10

Power: 10

Accuracy: 7

Offense: 8

Defense: 10

Passing: 9

Checking: 10

Fighting: 10

About Himself: Bein' with the All-Stars gives me a real taste for the Mutant League. The Bots and Techies are a mite too crunchy, but everybody else is right palatable.

Player: Ratbone

Position: Right Defense

Skating: 9

Speed: 7

Stamina: 10

Power: 10

Accuracy: 6

Offense: 7

Defense: 8

Passing: 9

Checking: 9

Fighting: 10

Player: Cyst

Position: Goalie

Skating: 7

Speed: 8

Stamina: 7

Block Left: 7

Block Right: 6

Offense: 6

Defense: 7

Passing: 6

Consistency: 7

Wounding: 8

Team: Pucksucker Pukes

Skulls: 5

Arena: Puke Palace

Hazards: Sharks, Mines

Nasty Plays: Exploding Puck, Confusion, Waste the Goalie

Coach: Coach Ralph

Description: The Pukes really hurl themselves into their work. Their powerful defense splatters opponents, and their scores really churn around the net.

Rarely do they boot a game. Their wild style makes the rest of the league spit up and take notice.

Coach Says: I coach the Pukes to be as nauseating as possible. They've made a real splash in the league recently. Our team motto is 'Digust or Bust'

My notes: Lepuke, possibly the all around best player in the league aside from fighting ability, leads this offensive power house, they are a force to be reckoned with.

Player: Lepuke

Position: Center

Skating: 10

Speed: 10

Stamina: 10

Power: 10
Accuracy: 10
Offense: 10
Defense: 10
Passing: 10
Checking: 6
Fighting: 5

Player: Jamina Dagr
Position: Left Wing
Skating: 8
Speed: 9
Stamina: 10
Power: 9
Accuracy: 9
Offense: 9
Defense: 8
Passing: 9
Checking: 9
Fighting: 9

Player: Sprocket
Position: Right Wing
Skating: 8
Speed: 9
Stamina: 7
Power: 7
Accuracy: 8
Offense: 9
Defense: 7
Passing: 8
Checking: 7
Fighting: 6

Player: Oof
Position: Left Defense
Skating: 8
Speed: 7
Stamina: 8
Power: 8
Accuracy: 7
Offense: 5
Defense: 9
Passing: 9
Checking: 8
Fighting: 8

Player: Scurvy
Position: Right Defense
Skating: 9
Speed: 8
Stamina: 9
Power: 6
Accuracy: 9
Offense: 7
Defense: 8

Passing: 9
Checking: 6
Fighting: 7

Player: Ima Spazzo
Position: Goalie
Skating: 9
Speed: 8
Stamina: 9
Block Left: 9
Block Right: 8
Offense: 8
Defense: 9
Passing: 8
Consistency: 8
Wounding: 7

Team: Black Hearts
Skulls: 4
Arena: Skatium
Hazards: Thin Ice, Mines
Nasty Plays: Waste the Goalie, Nasty Goalie, Armed Force
Coach: Sputter
Description: These are the well-named Black Hearts, the oldest dynasty in Mutant Sports. Their veteren defense is savage, and their young offense takes no prisoners. They can smell your fear, and it makes them hungry.
Coach Says: I'm Coach Sputter, a throwback to the ancient era when the game was played with leg bones and severed heads. Ah, the old days. How I miss them!
My notes: A very high powered offense with a good goalie equals a lot of blow outs. This team is one of the best teams in the league with deep reserves as well.

Player: Bonelick
Position: Center
Skating: 10
Speed: 10
Stamina: 10
Power: 8
Accuracy: 10
Offense: 10
Defense: 9
Passing: 8
Checking: 9
Fighting: 8

Player: Buggy Skull
Position: Left Wing
Skating: 9
Speed: 8
Stamina: 8
Power: 8
Accuracy: 9
Offense: 8
Defense: 6

Passing: 7
Checking: 9
Fighting: 7

Player: Armor
Position: Right Wing
Skating: 8
Speed: 7
Stamina: 7
Power: 8
Accuracy: 6
Offense: 8
Defense: 9
Passing: 6
Checking: 6
Fighting: 5

Player: Haggotson
Position: Left Defense
Skating: 8
Speed: 7
Stamina: 8
Power: 8
Accuracy: 4
Offense: 6
Defense: 8
Passing: 8
Checking: 9
Fighting: 8

Player: Smelios
Position: Right Defense
Skating: 9
Speed: 8
Stamina: 10
Power: 9
Accuracy: 6
Offense: 7
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

Player: Belcher
Position: Goalie
Skating: 10
Speed: 8
Stamina: 10
Block Left: 8
Block Right: 9
Offense: 3
Defense: 9
Passing: 8
Consistency: 4
Wounding: 10

Team: Mutant Monsters

Skulls: 4

Arena: The Graveyard

Hazards: Thin Ice, Mines

Nasty Plays: Armed Force, Confusion, Exploding Puck

Coach: Bricka

Description: The Monsters don't know the meaning of the word 'fear', but their poor language skills don't stop their starts from being a top defensive team. What they lack in finesse they make up in savagery.

Coach Says: I'm Bricka of the Monsters. The Monsters see me only as a cruel, merciless, heartless taskmaster who might 'Dismiss' them for nothing more than a bad practice. They're right.

My notes: Led by Bones Jackson and Grim McSlam, the Monsters are a highly dangerous team. They're all around great at offense, fighting and defense. One reason why their coach, Bricka, is the coach of two all star teams.

Player: Bones Jackson

Position: Center

Skating: 10

Speed: 10

Stamina: 10

Power: 8

Accuracy: 9

Offense: 10

Defense: 8

Passing: 10

Checking: 10

Fighting: 10

About Himself: The Monsters and Coach Bricka are lucky to have me on the team. I'm the league's star player.

Player: The Undertaker

Position: Left Wing

Skating: 9

Speed: 10

Stamina: 8

Power: 6

Accuracy: 7

Offense: 7

Defense: 3

Passing: 7

Checking: 5

Fighting: 7

Player: Grim McSlam

Position: Right Wing

Skating: 9

Speed: 8

Stamina: 9

Power: 9

Accuracy: 10

Offense: 10

Defense: 7

Passing: 9

Checking: 7

Fighting: 8

About Himself: We Mutant Monsters run an airline to the afterlife, and we've awarded a lot of frequent flier miles.

Player: Wolfen

Position: Left Defense

Skating: 8

Speed: 8

Stamina: 8

Power: 8

Accuracy: 8

Offense: 8

Defense: 8

Passing: 8

Checking: 8

Fighting: 8

Player: Stick

Position: Right Defense

Skating: 8

Speed: 8

Stamina: 8

Power: 8

Accuracy: 8

Offense: 8

Defense: 8

Passing: 8

Checking: 9

Fighting: 8

Player: Slicer

Position: Goalie

Skating: 7

Speed: 6

Stamina: 9

Block Left: 7

Block Right: 8

Offense: 7

Defense: 7

Passing: 7

Consistency: 7

Wounding: 9

Team: Ice Slashers

Skulls: 4

Arena: Ice Asylum

Hazards: Pits, Mines

Nasty Plays: Exploding Puck, Armed Force, Nasty Goalie

Coach: Coach Thunder

Description: The slashers skate like madmen: They're committed in more ways than one. Superstar enforcer Jack Slam really straighth-jackets enemy offenses, and their fans generate an extra jolt of shock therapy for opponents.

Coach Says: You don't have to be crazy to play in the Mutant League, you have

to be criminally insane. The Way I coach the Slashers, they are extremely over-qualified.

My notes: High powered team on the ice. Very good speed enables them to score early and often.

Player: Willy
Position: Center
Skating: 8
Speed: 9
Stamina: 7
Power: 8
Accuracy: 7
Offense: 8
Defense: 6
Passing: 9
Checking: 6
Fighting: 6

Player: Sonny
Position: Left Wing
Skating: 9
Speed: 9
Stamina: 7
Power: 9
Accuracy: 9
Offense: 8
Defense: 6
Passing: 8
Checking: 7
Fighting: 7

Player: Stone
Position: Right Wing
Skating: 10
Speed: 8
Stamina: 7
Power: 9
Accuracy: 10
Offense: 9
Defense: 7
Passing: 9
Checking: 8
Fighting: 8

Player: Konk
Position: Left Defense
Skating: 10
Speed: 9
Stamina: 8
Power: 9
Accuracy: 6
Offense: 6
Defense: 9
Passing: 10
Checking: 5
Fighting: 5

Player: Gangrene
Position: Right Defense
Skating: 8
Speed: 8
Stamina: 8
Power: 10
Accuracy: 9
Offense: 6
Defense: 8
Passing: 10
Checking: 6
Fighting: 6

Player: Raptured
Position: Goalie
Skating: 10
Speed: 9
Stamina: 8
Block Left: 8
Block Right: 9
Offense: 7
Defense: 6
Passing: 7
Consistency: 6
Wounding: 9

Team: Lizard Kingz
Skulls: 4
Arena: The Mausoleum
Hazards: Mines
Nasty Plays: Rocket Puck, Waste the Goalie, Armed Force
Coach: Coach Smellnose
Description: No other team is as cold-blooded as the Lizard Kingz. They strike like cobras around the net, and their defense constricts around opposing offenses. They're so slow they seem to crawl on their bellies, but their fists and stick moves like a blur.
Coach Says: Nasty, corrupt, and blood-thirsty are the nice ways to describe my Lizard Kingz. I should know, cause I made 'em that way. They'd be a menace to society if there was any society left to menace.
My notes: Good stick handling team with great power and accuracy. This team lacks some muscle though in checking and fighting them making them bait for destructive and aggressive teams.

Player: Maim Zitzky
Position: Center
Skating: 10
Speed: 8
Stamina: 10
Power: 9
Accuracy: 10
Offense: 10
Defense: 7
Passing: 10

Checking: 7
Fighting: 8

Player: Robotail
Position: Left Wing
Skating: 7
Speed: 6
Stamina: 8
Power: 9
Accuracy: 8
Offense: 8
Defense: 7
Passing: 8
Checking: 9
Fighting: 9

Player: Furry
Position: Right Wing
Skating: 7
Speed: 7
Stamina: 8
Power: 9
Accuracy: 8
Offense: 8
Defense: 7
Passing: 8
Checking: 9
Fighting: 9

Player: Coffin
Position: Left Defense
Skating: 9
Speed: 9
Stamina: 8
Power: 7
Accuracy: 7
Offense: 6
Defense: 8
Passing: 8
Checking: 6
Fighting: 6

Player: Bluddy
Position: Right Defense
Skating: 8
Speed: 7
Stamina: 8
Power: 9
Accuracy: 6
Offense: 6
Defense: 8
Passing: 7
Checking: 9
Fighting: 9

Player: Kruddy
Position: Goalie
Skating: 9
Speed: 9
Stamina: 8
Block Left: 8
Block Right: 6
Offense: 6
Defense: 8
Passing: 9
Consistency: 6
Wounding: 5

Team: Darkstar Dragons

Skulls: 4

Arena: Fog Dome

Hazards: Holes, Sharks

Nasty Plays: Exploding Puck, Nasty Goalie, Armed Force

Coach: Coach Le Bludbathe

Description: These Dragons are a fire-breathing team with a long, dark history. Rapier is their top scoring threat, but Half Nelson is their star player. They have a 4-skull rating, but a 50-skull collection.

Coach Says: I train the Dragons so they won't need much coaching during an actual game. That way, I can pound the fans when they get out of line.

My notes: Explosively offensive team with a good defense. The goal tending is strong but somewhat inconsistent. Tough team but not unbeatable.

Player: Rapier

Position: Center

Skating: 10

Speed: 9

Stamina: 10

Power: 8

Accuracy: 9

Offense: 9

Defense: 8

Passing: 9

Checking: 8

Fighting: 9

Player: Tongue

Position: Left Wing

Skating: 8

Speed: 8

Stamina: 9

Power: 8

Accuracy: 8

Offense: 8

Defense: 5

Passing: 9

Checking: 7

Fighting: 7

Player: Warbleed

Position: Right Wing
Skating: 9
Speed: 8
Stamina: 9
Power: 7
Accuracy: 9
Offense: 8
Defense: 6
Passing: 9
Checking: 8
Fighting: 8

Player: Half Nelson
Position: Left Defense
Skating: 10
Speed: 8
Stamina: 9
Power: 10
Accuracy: 8
Offense: 8
Defense: 10
Passing: 10
Checking: 10
Fighting: 10

Player: Ratbone
Position: Right Defense
Skating: 9
Speed: 7
Stamina: 10
Power: 10
Accuracy: 6
Offense: 7
Defense: 8
Passing: 9
Checking: 9
Fighting: 10

Player: Stormer
Position: Goalie
Skating: 9
Speed: 9
Stamina: 9
Block Left: 8
Block Right: 5
Offense: 8
Defense: 8
Passing: 10
Consistency: 4
Wounding: 8

Team: War Slammers
Skulls: 3
Arena: Rink War Arena

Hazards: Pits, Mines, Spikes

Nasty Plays: Nasty Goalie, Armed Force, Confusion

Coach: The Admiral

Description: The Slammers deliver checks your body can't cash. Kyrka and Warhog score more than some basketball teams. Nobody's won as many games as them, maybe nobody ever will.

Coach Says: I taught my War Slammers to be head bangers. Concussions make them meaner. Meaner is what it takes to win in the Mutant League. And win in this league is what I want - now!

My notes: The Slammers have won more games than any team in history. While they are still a powerful team with excellent goal tending, they defensemen have lacked some recently. This team can hang in games and come back from behind.

Player: Warhog

Position: Center

Skating: 8

Speed: 8

Stamina: 8

Power: 7

Accuracy: 10

Offense: 7

Defense: 6

Passing: 6

Checking: 8

Fighting: 8

Player: Shrapnel

Position: Left Wing

Skating: 7

Speed: 7

Stamina: 8

Power: 8

Accuracy: 8

Offense: 8

Defense: 7

Passing: 8

Checking: 8

Fighting: 8

Player: Panzer

Position: Right Wing

Skating: 8

Speed: 7

Stamina: 8

Power: 8

Accuracy: 8

Offense: 8

Defense: 7

Passing: 8

Checking: 8

Fighting: 8

Player: Grisly

Position: Left Defense

Skating: 8

Speed: 7
Stamina: 7
Power: 8
Accuracy: 7
Offense: 5
Defense: 8
Passing: 7
Checking: 9
Fighting: 8

Player: Lynched
Position: Right Defense
Skating: 7
Speed: 8
Stamina: 8
Power: 5
Accuracy: 7
Offense: 6
Defense: 7
Passing: 6
Checking: 8
Fighting: 5

Player: Docken
Position: Goalie
Skating: 9
Speed: 9
Stamina: 9
Block Left: 9
Block Right: 8
Offense: 9
Defense: 8
Passing: 10
Consistency: 9
Wounding: 8

Team: Montroyale Cadavers
Skulls: 3
Arena: The Ice Room
Hazards: Thin Ice
Nasty Plays: Rocket Puck, Confusion, Waste the Goalie
Coach: Coach Le Jouque
Description: The Cads are more than a team, they're a cult. Players and fans believe their destiny is to become "one" with the ice. Fanaticism combined with fearlessness has won them more Monster Cups than any other team!
Coach Says: My team is a perfect combination of Mutant Trolls, Mutant Skulls and Mutant Goalis. But we could use more robotic character on the ice.
My notes: This team has won more Monster Cups than any other team ever has. They are only an average team this particular you, but don't let their players ratings fool you, they are more than capable of running up a score while Dry Rot shuts offenses down.

Player: Ratchard
Position: Center

Skating: 8
Speed: 8
Stamina: 8
Power: 7
Accuracy: 7
Offense: 8
Defense: 7
Passing: 9
Checking: 7
Fighting: 7

Player: L'eclair
Position: Left Wing
Skating: 8
Speed: 9
Stamina: 9
Power: 4
Accuracy: 10
Offense: 7
Defense: 6
Passing: 10
Checking: 6
Fighting: 8

Player: Leflower
Position: Right Wing
Skating: 7
Speed: 8
Stamina: 7
Power: 8
Accuracy: 6
Offense: 7
Defense: 6
Passing: 8
Checking: 7
Fighting: 6

Player: Desfarten
Position: Left Defense
Skating: 8
Speed: 8
Stamina: 8
Power: 5
Accuracy: 6
Offense: 6
Defense: 8
Passing: 7
Checking: 5
Fighting: 7

Player: Bourgeois
Position: Right Defense
Skating: 8
Speed: 6
Stamina: 8
Power: 7

Accuracy: 6
Offense: 6
Defense: 8
Passing: 8
Checking: 7
Fighting: 7

Player: Dry Rot
Position: Goalie
Skating: 8
Speed: 8
Stamina: 8
Block Left: 9
Block Right: 8
Offense: 9
Defense: 8
Passing: 9
Consistency: 9
Wounding: 7

Team: Deathskin Razors
Skulls: 3
Arena: Cavern Palace
Hazards: Fires
Nasty Plays: Rocket Puck, Armed Force, Exploding Puck
Coach: Coach Trickster
Description: The Razors know that death is only a transitional phase to more death. They prefer quick scores to action-stopping fights, but anyone who wants a piece of them will find them sharp, on edge, and ready to retaliate.
Coach Says: I work the Razors up to a lather before each game, and as their coach, I can light a fire under them at the snap of my fingers, a whisp of my breath or just thinking about it.
My notes: Another just average team. They're nasty plays make them more effective than most.

Player: Snake
Position: Center
Skating: 8
Speed: 9
Stamina: 9
Power: 7
Accuracy: 9
Offense: 8
Defense: 6
Passing: 8
Checking: 5
Fighting: 5

Player: Nuke
Position: Left Wing
Skating: 7
Speed: 9
Stamina: 9
Power: 7

Accuracy: 8
Offense: 8
Defense: 5
Passing: 9
Checking: 6
Fighting: 7

Player: Rippen
Position: Right Wing
Skating: 7
Speed: 8
Stamina: 7
Power: 7
Accuracy: 7
Offense: 7
Defense: 6
Passing: 7
Checking: 4
Fighting: 5

Player: Masher
Position: Left Defense
Skating: 7
Speed: 8
Stamina: 8
Power: 8
Accuracy: 4
Offense: 6
Defense: 7
Passing: 7
Checking: 5
Fighting: 7

Player: Deadhead
Position: Right Defense
Skating: 9
Speed: 9
Stamina: 8
Power: 7
Accuracy: 6
Offense: 6
Defense: 8
Passing: 8
Checking: 6
Fighting: 7

Player: Thug
Position: Goalie
Skating: 8
Speed: 8
Stamina: 8
Block Left: 7
Block Right: 7
Offense: 6
Defense: 5
Passing: 5

Consistency: 8

Wounding: 7

Team: Bruiser Bots

Skulls: 3

Arena: Freeze Land

Hazards: Mines

Nasty Plays: Waste the Goalie, Exploding Puck, Armed Force

Coach: Doc Whizz

Description: The Bruiser Bots' computer projections of their own speed and precision indicate that all other hockey teams should forfeit while they are still functional, or they'll scrap you.

Coach Says: Other coaches think my bots are ruining the league, but, they're just trying to tie a suture around the future, because the future is us. If they could afford their own bots, they wouldn't be so ticked off. Peace, brother.

My notes: A team of all robots. With reserves off they can tear up the ice with they good speed and accuracy. With reserves on, they're merely a pile of junk.

Player: Atom Jolts

Position: Center

Skating: 8

Speed: 9

Stamina: 9

Power: 8

Accuracy: 9

Offense: 8

Defense: 7

Passing: 8

Checking: 6

Fighting: 6

Player: Zitz

Position: Left Wing

Skating: 8

Speed: 7

Stamina: 8

Power: 6

Accuracy: 7

Offense: 7

Defense: 5

Passing: 7

Checking: 5

Fighting: 6

Player: Spazzito

Position: Right Wing

Skating: 6

Speed: 7

Stamina: 8

Power: 6

Accuracy: 7

Offense: 7

Defense: 5
Passing: 7
Checking: 5
Fighting: 6

Player: Bludy Gorr
Position: Left Defense
Skating: 8
Speed: 9
Stamina: 9
Power: 9
Accuracy: 7
Offense: 6
Defense: 8
Passing: 8
Checking: 6
Fighting: 7

Player: Bourpe
Position: Right Defense
Skating: 8
Speed: 7
Stamina: 6
Power: 7
Accuracy: 6
Offense: 5
Defense: 7
Passing: 7
Checking: 6
Fighting: 6

Player: Tommy Rot
Position: Goalie
Skating: 7
Speed: 5
Stamina: 7
Block Left: 6
Block Right: 8
Offense: 8
Defense: 7
Passing: 7
Consistency: 7
Wounding: 7

Team: St. Mucus Ooze
Skulls: 3
Arena: St. Mucus Arena
Hazards: Holes
Nasty Plays: Exploding Puck, Confusion, Waste the Goalie
Coach: Coach Scary
Description: The Ooze used to be a good team, and their new coach will make them great, no matter how many times it kills them. He's taught them to work hard. The next lessons are how to play defense and score goals.
Coach Says: The Ooze haven't been with me very long, but I'll remake them in

my own image by the end of our first season together. By that time, they should be worshipping me.

My notes: The Ooze are desperately trying to become a good team again. They are average at the moment with only a few stand out players.

Player: Rammy
Position: Center
Skating: 8
Speed: 9
Stamina: 8
Power: 5
Accuracy: 8
Offense: 8
Defense: 5
Passing: 8
Checking: 6
Fighting: 8

Player: Anger
Position: Left Wing
Skating: 8
Speed: 7
Stamina: 8
Power: 6
Accuracy: 6
Offense: 7
Defense: 5
Passing: 7
Checking: 6
Fighting: 5

Player: Britt Skull
Position: Right Wing
Skating: 7
Speed: 9
Stamina: 6
Power: 7
Accuracy: 10
Offense: 9
Defense: 7
Passing: 9
Checking: 6
Fighting: 4

Player: Deadwood
Position: Left Defense
Skating: 8
Speed: 7
Stamina: 7
Power: 7
Accuracy: 5
Offense: 5
Defense: 7
Passing: 6
Checking: 7
Fighting: 6

Player: Butcher
Position: Right Defense
Skating: 6
Speed: 6
Stamina: 7
Power: 8
Accuracy: 5
Offense: 4
Defense: 8
Passing: 5
Checking: 8
Fighting: 8

Player: Planted
Position: Goalie
Skating: 9
Speed: 8
Stamina: 9
Block Left: 7
Block Right: 7
Offense: 8
Defense: 7
Passing: 7
Consistency: 7
Wounding: 7

Team: Dead Things
Skulls: 3
Arena: The Crypt
Hazards: Pits, Holes
Nasty Plays: Exploding Puck, Armed Force, Nasty Goalie
Coach: Coach Bowbot
Description: The Things' offensive philosophy is "Better dead than bled". They hold the season scoring record in their bony grasp, and no living thing is as speedy as them. They terminate rallies by terminating the ralliers.
Coach Says: My chip set is state of the art technology. Simple calculation of Dead Things scoring capacity is high - even though they were once flesh-covered aerobic, bi=peds.
My notes: Your standard run off the mill team. Average offense and defense with good goaltending.

Player: Yzergone
Position: Center
Skating: 10
Speed: 8
Stamina: 10
Power: 9
Accuracy: 10
Offense: 10
Defense: 7
Passing: 10
Checking: 7
Fighting: 8

Player: Gory Chow
Position: Left Wing
Skating: 8
Speed: 7
Stamina: 7
Power: 9
Accuracy: 10
Offense: 9
Defense: 6
Passing: 10
Checking: 8
Fighting: 8

Player: Delvdeggio
Position: Right Wing
Skating: 8
Speed: 9
Stamina: 9
Power: 7
Accuracy: 9
Offense: 8
Defense: 6
Passing: 9
Checking: 6
Fighting: 5

Player: Pokmark
Position: Left Defense
Skating: 7
Speed: 7
Stamina: 7
Power: 7
Accuracy: 5
Offense: 5
Defense: 7
Passing: 7
Checking: 9
Fighting: 8

Player: Zitstrom
Position: Right Defense
Skating: 8
Speed: 9
Stamina: 8
Power: 9
Accuracy: 6
Offense: 6
Defense: 8
Passing: 7
Checking: 9
Fighting: 9

Player: Shovelhead
Position: Goalie

Skating: 8
Speed: 7
Stamina: 9
Block Left: 7
Block Right: 9
Offense: 9
Defense: 9
Passing: 8
Consistency: 8
Wounding: 9

Team: Terminator Trolz
Skulls: 3
Arena: The Skunk Centre
Hazards: Mines, Fires
Nasty Plays: Skunk, Waste the Goalie, Armed Force
Coach: Dante N. Ferno
Description: The Trolz are the best bunch of players their coach ever possessed. He's really turned their heads around since he took over and made them more aggressive. Their hot tempers are a hellish advantage for intimidating their opponents.
Coach Says: My coaching sytle has made the Trolz a hotter, more aggressive team. Like the rest of the league, even I know not to get 'The brothes' - Mo and Spew hot under the Collar.
My notes: Under all star coach Dante N. Ferno, the Trolz have become far more aggressive than before, making them a huge danger to any team in the league.

Player: Steamer
Position: Center
Skating: 7
Speed: 7
Stamina: 7
Power: 8
Accuracy: 7
Offense: 7
Defense: 5
Passing: 7
Checking: 8
Fighting: 8

Player: Diceman
Position: Left Wing
Skating: 7
Speed: 6
Stamina: 7
Power: 8
Accuracy: 7
Offense: 7
Defense: 5
Passing: 7
Checking: 8
Fighting: 8

Player: Mo Puke
Position: Right Wing (enforcer)
Skating: 10
Speed: 8
Stamina: 10
Power: 10
Accuracy: 8
Offense: 8
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

About Himself: Singin' with the Trolz saved me from a life of crime that would lead to nothin' but a dead end, and gave me a life of crime with a real future.

Player: Spew Puke
Position: Left Defense (enforcer)
Skating: 10
Speed: 9
Stamina: 10
Power: 10
Accuracy: 7
Offense: 8
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

About Himself: Playin' with the Trolz has given me a constructive outlet for my destructive instincts. Didn't decrease 'em none, just made 'em profitable.

Player: Scum
Position: Right Defense
Skating: 7
Speed: 7
Stamina: 7
Power: 8
Accuracy: 5
Offense: 5
Defense: 7
Passing: 7
Checking: 9
Fighting: 8

Player: Cyst
Position: Goalie
Skating: 7
Speed: 8
Stamina: 7
Block Left: 7
Block Right: 7
Offense: 6
Defense: 6
Passing: 7
Consistency: 6
Wounding: 8

Team: Turbo Techies
Skulls: 3
Arena: Buckle Dome
Hazards: Thin Ice
Nasty Plays: Exploding Puck, Confusion, Armed Force
Coach: Coach Cyclone

Description: The Techies are copies of the GIL-9000 prototype, but made from inferior materials. If they can remain intact, their scoring window is open and their speed superior. But kinetic impact shatters their substandard body.
Coach Says: My Techies are programmed so well that as coaching unit, my duties are not required during game sequencing. I often go into power reserve mode when the players take to the ice.

My notes: The Techies are led almost entirely by the GIL-9000. While other members of the team are fast, the GIL-9000 is the total robotic package. The Techies are a bit more resilient than the Bots against physical attack.

Player: GIL-9000

Position: Center

Skating: 10

Speed: 10

Stamina: 8

Power: 8

Accuracy: 10

Offense: 10

Defense: 9

Passing: 10

Checking: 8

Fighting: 8

About Himself: I don't just provide a role model for my teammates, I provided the blueprints.

Player: TORO-3000

Position: Left Wing

Skating: 7

Speed: 8

Stamina: 6

Power: 6

Accuracy: 8

Offense: 7

Defense: 6

Passing: 7

Checking: 5

Fighting: 6

Player: Powered Sturn

Position: Right Wing

Skating: 8

Speed: 8

Stamina: 7

Power: 8

Accuracy: 10

Offense: 8

Defense: 7

Passing: 9

Checking: 6

Fighting: 7

Player: I C Circuits
Position: Left Defense
Skating: 7
Speed: 8
Stamina: 6
Power: 7
Accuracy: 7
Offense: 6
Defense: 7
Passing: 7
Checking: 5
Fighting: 6

Player: MM13X
Position: Right Defense
Skating: 8
Speed: 9
Stamina: 7
Power: 8
Accuracy: 7
Offense: 6
Defense: 8
Passing: 8
Checking: 7
Fighting: 8

Player: Wires
Position: Goalie
Skating: 8
Speed: 7
Stamina: 8
Block Left: 7
Block Right: 9
Offense: 9
Defense: 8
Passing: 8
Consistency: 6
Wounding: 8

Team: Screaming Evils
Skulls: 3
Arena: Tripout Rink
Hazards: Holes
Nasty Plays: Armed Force, Confusion, Nasty Goalie
Coach: Buddy Riot
Description: The Evils are a classic Mutant League team - with Reggie Fright playing 'D', nobody scores on them. When their offense concentrates on scoring and not sick jokes, they pepper the net.
Coach Says: The way I coach, we're misnamed, we should just be 'The Evils', it's our opponents who do most of the screaming - before, during and after a game.
My notes: Average defense with an above average defense. If they're close

near the end of the game they have a good shot.

Player: Punk Sure
Position: Center
Skating: 7
Speed: 6
Stamina: 7
Power: 7
Accuracy: 7
Offense: 7
Defense: 5
Passing: 7
Checking: 8
Fighting: 8

Player: McKillin
Position: Left Wing
Skating: 7
Speed: 6
Stamina: 6
Power: 8
Accuracy: 7
Offense: 7
Defense: 6
Passing: 7
Checking: 7
Fighting: 8

Player: Pulpet
Position: Right Wing
Skating: 7
Speed: 8
Stamina: 7
Power: 7
Accuracy: 7
Offense: 7
Defense: 5
Passing: 6
Checking: 7
Fighting: 7

Player: Reggie Fright
Position: Left Defense
Skating: 10
Speed: 8
Stamina: 9
Power: 10
Accuracy: 7
Offense: 8
Defense: 10
Passing: 9
Checking: 10
Fighting: 10

Player: Knuckles

Position: Right Defense
Skating: 6
Speed: 5
Stamina: 6
Power: 7
Accuracy: 4
Offense: 4
Defense: 6
Passing: 6
Checking: 6
Fighting: 6

Player: Warlock
Position: Goalie
Skating: 9
Speed: 8
Stamina: 8
Block Left: 9
Block Right: 6
Offense: 8
Defense: 8
Passing: 8
Consistency: 7
Wounding: 8

Team: Chilly Liars
Skulls: 2
Arena: The Tomb
Hazards: Pits
Nasty Plays: Exploding Puck, Armed Force, Nasty Goalie
Coach: Coach Wimpson
Description: The Liars are a hungry team: they haven't won a Monster Cup in centuries and they raid concessions stands between periods. They need to cook up a better defense and set the table for their offense, or their playoff famine will continue.
Coach Says: Come on, baby, fight my Liars. I'm Coach Wimpson, what I lack in coaching ability and muscle, they make up for with a lack of listening and sportsmanship.
My notes: I pretty bad team with only a few good offensive players. If they die the rest of the team is sure to roll over and die along with them.

Player: Skinsome More
Position: Center
Skating: 8
Speed: 8
Stamina: 9
Power: 8
Accuracy: 7
Offense: 8
Defense: 7
Passing: 8
Checking: 5
Fighting: 8

Player: Skingros
Position: Left Wing
Skating: 10
Speed: 10
Stamina: 9
Power: 9
Accuracy: 10
Offense: 10
Defense: 9
Passing: 10
Checking: 9
Fighting: 9

Player: Wrechin
Position: Right Wing
Skating: 7
Speed: 5
Stamina: 6
Power: 7
Accuracy: 6
Offense: 6
Defense: 6
Passing: 7
Checking: 5
Fighting: 6

Player: Blender
Position: Left Defense
Skating: 6
Speed: 6
Stamina: 7
Power: 4
Accuracy: 3
Offense: 4
Defense: 7
Passing: 6
Checking: 7
Fighting: 7

Player: Gammy
Position: Right Defense
Skating: 6
Speed: 5
Stamina: 7
Power: 5
Accuracy: 5
Offense: 5
Defense: 6
Passing: 6
Checking: 7
Fighting: 7

Player: Ushell
Position: Goalie
Skating: 6
Speed: 6

Stamina: 8
Block Left: 7
Block Right: 8
Offense: 6
Defense: 6
Passing: 8
Consistency: 6
Wounding: 5

Team: Slaycity Slayers

Skulls: 2

Arena: K.T. Coliseum

Hazards: Mines, Fires

Nasty Plays: Rocket Puck, Confusion, Waste the Goalie

Coach: Buck Troll

Description: The Slayers live and die by K.T. Slayer. When he's on the ice, they're a threat to any team in the league. When he's out of the game, they're a threat only to themselves.

Coach Says: I'd be nowhere without K.T. Slayer. But we pay him so much we can't afford decent players to back him up. Not that I'm doing any complaining Mr. Slayer.

My notes: This team lives by K.T. Slayer. He is possibly the best player in the league. When he's on a roll, they can take on any team. When he's dead, they can trip over his corpse.

Player: Raptor

Position: Center

Skating: 7

Speed: 7

Stamina: 6

Power: 7

Accuracy: 7

Offense: 7

Defense: 6

Passing: 7

Checking: 7

Fighting: 6

Player: K.T. Slayer

Position: Left Wing

Skating: 10

Speed: 9

Stamina: 9

Power: 10

Accuracy: 9

Offense: 10

Defense: 10

Passing: 10

Checking: 10

Fighting: 10

About Himself: I'm the heart and soul of this team - The heart of darkness and the lost soul.

Player: Stryke

Position: Right Wing
Skating: 6
Speed: 5
Stamina: 6
Power: 7
Accuracy: 5
Offense: 6
Defense: 4
Passing: 6
Checking: 7
Fighting: 7

Player: Rash
Position: Left Defense
Skating: 7
Speed: 7
Stamina: 6
Power: 9
Accuracy: 6
Offense: 5
Defense: 7
Passing: 7
Checking: 8
Fighting: 6

Player: Bash
Position: Right Defense
Skating: 7
Speed: 7
Stamina: 7
Power: 6
Accuracy: 6
Offense: 6
Defense: 7
Passing: 8
Checking: 6
Fighting: 6

Player: Kraken
Position: Goalie
Skating: 7
Speed: 6
Stamina: 6
Block Left: 5
Block Right: 8
Offense: 7
Defense: 6
Passing: 7
Consistency: 7
Wounding: 8

Team: The Derangers
Skulls: 1
Arena: Madness Square Garden

Hazards: Thin Ice, Spikes

Nasty Plays: Nasty Goalie, Armed Force, Waste the Goalie

Coach: Coach Spleenin

Description: The philosophy of the Derangers is "Kamikaze as you are", Klay-Z could lead their defense to greatness if they weren't so wild. Their uncontrolled aggression is a flaw, but they'll beat the snot out of you if you don't like it!

Coach Says: I'm Coach Spleenin, head madman of the Derangers, when the hockey gods passed out aggression, I kept getting back in line. My team knows not to upset me - so do opposing coaches.

My notes: A weak team all around. Their starters are worse than most teams second lines are. They have little depth in their reserves as well.

Player: Messyer

Position: Center

Skating: 7

Speed: 7

Stamina: 7

Power: 6

Accuracy: 7

Offense: 7

Defense: 5

Passing: 7

Checking: 5

Fighting: 4

Player: Ghoulburt

Position: Left Wing

Skating: 7

Speed: 6

Stamina: 8

Power: 7

Accuracy: 6

Offense: 7

Defense: 4

Passing: 6

Checking: 3

Fighting: 3

Player: Ammonia

Position: Right Wing

Skating: 6

Speed: 8

Stamina: 7

Power: 7

Accuracy: 6

Offense: 7

Defense: 4

Passing: 6

Checking: 5

Fighting: 5

Player: Leech

Position: Left Defense

Skating: 7

Speed: 7

Stamina: 7
Power: 5
Accuracy: 4
Offense: 4
Defense: 6
Passing: 6
Checking: 5
Fighting: 6

Player: Patsy
Position: Right Defense
Skating: 7
Speed: 6
Stamina: 7
Power: 6
Accuracy: 6
Offense: 6
Defense: 6
Passing: 6
Checking: 6
Fighting: 5

Player: Vampy
Position: Goalie
Skating: 7
Speed: 6
Stamina: 7
Block Left: 7
Block Right: 8
Offense: 7
Defense: 7
Passing: 7
Consistency: 3
Wounding: 4

Team: The Shrimps
Skulls: 1
Arena: Prig Palace
Hazards: Sharks
Nasty Plays: Armed Force, Confusion, Exploding Puck
Coach: Coach Scampi
Description: There isn't much to say about this New Mutant League team. Standard expansion capabilities, there's no champion in their future any time soon. These Shrimps would taste better dipped in cocktail sauce.
Coach Says: Some people call my coaching style unimaginative, unintelligent, unproductive and uninspired, and those are the team publicists!
My notes: A new team in the league, their play reflects it. No real star players have developed yet.

Player: Evilson
Position: Center
Skating: 8
Speed: 8
Stamina: 5

Power: 8
Accuracy: 6
Offense: 7
Defense: 4
Passing: 6
Checking: 5
Fighting: 6

Player: Gory Blo
Position: Left Wing
Skating: 6
Speed: 6
Stamina: 5
Power: 7
Accuracy: 6
Offense: 6
Defense: 4
Passing: 6
Checking: 4
Fighting: 6

Player: Baffoon
Position: Right Wing
Skating: 6
Speed: 6
Stamina: 6
Power: 6
Accuracy: 7
Offense: 6
Defense: 4
Passing: 6
Checking: 4
Fighting: 6

Player: Hole Neck
Position: Left Defense
Skating: 6
Speed: 7
Stamina: 5
Power: 7
Accuracy: 4
Offense: 4
Defense: 6
Passing: 6
Checking: 6
Fighting: 5

Player: Spilson
Position: Right Defense
Skating: 8
Speed: 8
Stamina: 7
Power: 8
Accuracy: 6
Offense: 7
Defense: 7

Passing: 7
Checking: 6
Fighting: 5

Player: Hackey
Position: Goalie
Skating: 7
Speed: 7
Stamina: 9
Block Left: 8
Block Right: 6
Offense: 7
Defense: 7
Passing: 6
Consistency: 8
Wounding: 6

Team: Mighty Weenies
Skulls: 0
Arena: Weenieworld Center
Hazards: None
Nasty Plays: Confusion, Armed Force, Exploding Puck
Coach: McWhimble
Description: The Weenies get their butts kicked by every other team. Their Goalie can't see the puck coming through his humiliating tears. Their body checks bounce for insufficient funds, their coach sleeps through most games and wakes up screaming.
Coach Says: I'm Coach McWhimble of the Might Weenies. I'm a coaching legend because nobody believes a coach as awful as me could really exist - Mrs. McWhimble owns the team. My teams have no offense or defense.
My notes: The Mighty Weenies are the worst team in the league. Most teams fourth string players are better than the weenies starters. They only good thing going for this team is fairly consistent starting goaltending and an occasionally effective defense.

Player: Malto
Position: Center
Skating: 4
Speed: 7
Stamina: 5
Power: 5
Accuracy: 6
Offense: 6
Defense: 3
Passing: 6
Checking: 6
Fighting: 2

Player: Grimly
Position: Left Wing
Skating: 6
Speed: 5
Stamina: 6
Power: 4

Accuracy: 6
Offense: 6
Defense: 3
Passing: 5
Checking: 6
Fighting: 6

Player: Boris
Position: Right Wing
Skating: 6
Speed: 4
Stamina: 6
Power: 4
Accuracy: 6
Offense: 6
Defense: 5
Passing: 6
Checking: 6
Fighting: 6

Player: Farmer
Position: Left Defense
Skating: 6
Speed: 5
Stamina: 5
Power: 4
Accuracy: 5
Offense: 5
Defense: 4
Passing: 6
Checking: 7
Fighting: 2

Player: Chill
Position: Right Defense
Skating: 8
Speed: 6
Stamina: 7
Power: 6
Accuracy: 3
Offense: 6
Defense: 5
Passing: 5
Checking: 7
Fighting: 6

Player: Gaggly
Position: Goalie
Skating: 5
Speed: 6
Stamina: 7
Block Left: 6
Block Right: 3
Offense: 6
Defense: 5
Passing: 5

Consistency: 7

Wounding: 6

x) Playoff Codes

Pucksucker Pukes

Divisional Finals: PGBQJZPH3C46G -against Evils
Conference Championship: KK4KV7GWY76TF -against Slayers
Monster Cup Championship: PZGV2HBN DYXBQ -against Monsters

Mutant Monsters

Divisional Finals: 2724N9FSWVMTB -against Liars
Conference Championship: M3PPS9M73RVTC -against Hearts
Monster Cup Championship: 7XC9W9TLBP4TD -against Kingz

Black Hearts

Divisional Finals: L73TNJHFF73RP -against Cadavers
Conference Championship: Q8GPZRMSCSVRN -against Monsters
Monster Cup Championship: VT9BNLMRHFT7F -against Dragons

Bruiser Bots

Divisional Finals: WRSFQY2TCK6TT -against Derangers
Conference Championship: 7Y97M6NX4CGCW -against Hearts
Monster Cup Championship: 284FTTVWCKD2Y -against Trolz

Terminator Trolz

Divisional Finals: CQCG8GM4QFHFX -against Slashers
Conference Championship: WG8YQMBHD4DQY -against Dragons
Monster Cup Championship: CQR4B3YVZNYDV -against Monsters

Chilly Liars

Divisional Finals: QLJ2VMKD8KLWT -against Hearts
Conference Championship: VHPCVLK2N7MFD -against Slammers
Monster Cup Championship: VMV66T83T2VVF -against Dragons

Darkstar Dragons

Divisional Finals: WVCXBBH7RZ3VW -against Slayers
Conference Championship: 2W4GWCKZN4Y9L -against Techies
Monster Cup Championship: 2RDCPP8PRJ9RH -against Derangers

Dead Things

Divisional Finals: KPGJLLMNBCVSQ -against Techies
Conference Championship: 4FC33QBZWZR4R -against Trolz

Monster Cup Championship: PVPD76JH6RPHN -against Monsters

Deathskin Razors

Divisional Finals: PFCFY6Y6SWGJY -against Hearts
Conference Championship: T6QPMDDWTDHQQW -against Monsters
Monster Cup Championship: 4D8HTWLD94DWC -against Pukes

The Derangers

Divisional Finals: NGGTC6LT48QQL -against Monsters
Conference Championship: SM94GDRFMLZ7M -against Bots
Monster Cup Championship: SMPPXQJNYPLFJ -against Dragons

Ice Slashers

Divisional Finals: Y6CVB8LQKKJ9Q -against Dragons
Conference Championship: K2YFG8S4QGR9R -against Trolz
Monster Cup Championship: Y62W7MCWPZ7VH -against Hearts

Lizard Kingz

Divisional Finals: 6HPKW2QM72JXR -against Pukes
Conference Championship: LHV BX4K2C82MS -against Slashers
Monster Cup Championship: G6T6MTT8WMMNB -against Hearts

Mighty Weenies

Divisional Finals: 7LP93822CVQQS -against Bots
Conference Championship: 76YB432HFFNVS -against Ooze
Monster Cup Championship: 7V2MJQ2FH2V3P -against Kingz

Montroyale Cadavers

Divisional Finals: DV2GBJVHWPCH -against Hearts
Conference Championship: 3MLJMMZCTVFNJ -against Ooze
Monster Cup Championship: XBZ24T3NHC29K -against Shrimps

St. Mucus Ooze

Divisional Finals: FNX9WKH64GGWH -against Razors
Conference Championship: KTRL2RMQMSPDK -against Cadavers
Monster Cup Championship: Y3VVRWPCQ3YTL -against Pukes

Screaming Evils

Divisional Finals: 8G4WFW7JZ6LHV -against Techies
Conference Championship: 8GT9X7VFNB DHT -against Kingz
Monster Cup Championship: NZLQ6B2Qk2G4X -against Liars

The Shrimps

Divisional Finals: 3VB3ZBR326N3F -against Dragons
Conference Championship: 8WNWDLWHZRG3D -against Slayers
Monster Cup Championship: 87LQ62QNJVVTTP -against Cadavers

Slaycity Slayers

Divisional Finals: Q4NY8MTZ6F6KK -against Slashers
Conference Championship: 6SM9VW477MV3H -against Pukes
Monster Cup Championship: 6N6RY2N8PBZ7M -against Ooze

War Slammers

Divisional Finals: DPP22CB9GR6CK -against Derangers
Conference Championship: NCL6SHLGJYVVH -against Hearts
Monster Cup Championship: 58Q6PLLYB4ZYM -against Pukes

Turbo Techies

Divisional Finals: ZN3SSBGSHCNCJ -against Slashers
Conference Championship: BHGTZWVBQZW6H -against Dragons
Monster Cup Championship: LKGLLVVS7M7QX -against Monsters

xi) Credits

CJayC - the founder of GameFAQs for hosting this guide.

Melissa - For finding my wrong words.

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

Copyright 2004, Apathetic Aardvark

This document is copyright Apathetic Aardvark and hosted by VGM with permission.