



## **Killing Floor Games Mutator List**

### **Version 2.13**

In this document you will find all the mutators we use on the Killing Floor Games events and some additional information about features which have an influence on the game.

#### **Killing Floor Games Mutator**

##### **HUD & Interface**

##### **Players and Specators**

- Displays an accurate timer to keep track of the total play time.
- Display total deaths for all players to keep track of the team performance.
- Displays deaths on the scoreboard.
- Displays penalty time messages.
- Disables spectator button for players.

##### **Specators only - for the live stream**

- Displays a banner with full team information, health, armour and ammo state for each player.
- Display of selected weapon and ammo state added to the hud above visible players.
- Displays messages when players pick up weapons, ammo, armor etc.
- Displays unique victory screens.
- Displays messages when players get a penalty.
- Displays fun facts about the team such as player with the most cash, spectators only.
- Patriarch camera - the stream operator can choose to show a camera from the patriarch's perspective to keep track of where he is.

- Displays total playtime when team kills the patriarch.
  - Displays Patriarch remaining health when team is wiped out.
- 

### **Game rules - changes to gameplay to manage the tournament**

- Forces the perk level of all players during the Beginner tournament to level 4 perk.
  - Forces the perk level of all players during the Veteran tournament to level 6 perk.
  - Forces the perk level of all players during the Badass tournament to level 4 perk with level 5 spawn weapon and economy (i.e perk discounts).
  - Custom feature to set any perk level with any perk discount level.
  - Maximum Perks of same type feature.
  - For the Patriarch Special event there are options to have unlimited zeds and set spawn limits for this.
- 
- Players must select their perk in the main lobby screen, after the game starts perk switches are disabled.
  - The game will only start when all players are ready in the lobby screen, players cannot make ready unless they have selected their perk.
  - Skip trader time - the players can choose to skip some or all of the trader time (with F10).
  - The game auto-pauses when a player disconnects.
- 
- Wave Restart System:
    - If the team are wiped out the game will automatically restart them at the position and state they were in at the point the last Zed died in the previous wave.
    - The Teams can chose to force the wave retart at a time of their choosing (with F2)
- 
- Automatically applied game time penalties:
    - 30 Seconds time penalty when a player dies.
    - 120 second additional time penalty if the whole team is wiped out.
- 
- After a certain time limit the match will terminate (depending on what event/tournament).
- 
- Copy trader system (provides all teams equal trader lists)
-

## **Game fixes - changes to gameplay to remove exploits and balance the tournament**

- Zed pathing improvement, the Zeds now get stuck far less than normal + anti-stuck system to get Zeds unstuck.
  - Patriarch pathing improvement to reach teams more quicker and pick direct routes.
  - Spectators (dead players excluded) no longer have influence on slowing down Zeds.
  - Prevent dual pistol trader exploit, players can no longer make excessive profit from selling dual pistols or flareguns.
  - Prevent double door exploits. Both doors will always be destroyed at the same time.
  - Improved door opening system for Zeds.
  - Monsters are now spawning a lot more properly for all players.
- 
- Last 5 Zeds now teleport closer to the players, this also avoids Zeds being stuck.
  - M99 bullet fix.
  - Some medic perk related fixes.
  - Xbow arrow visibility fix.
  - Disable suicide command for players.
  - Server map name is no longer displayed in the Killing Floor server browser list (to avoid releasing match data to other teams).
- 
- Patriarch spawn system improvement:
    - Teams get a similar spawn distance for the Patriarch.
    - Prevent the camera getting stuck looking at the patriarch when he first spawns.  
If the patriarch gets stuck he receives a kick or teleport to unstuck him.

---

## **Map specific fixes and changes**

KF-Departed:

- Changed path node near trader downstairs to avoid Zeds getting stuck.

KF-Forgotten:

- Changed path node near the red hall, to avoid Zeds getting stuck.

KF-Hellride:

- More balanced spawning of Zed squads (Scrakes now do spawn).

KF-Hospital Horrors:

- A new spawn location is used, this location is in the lobby of the hospital (this is to make the trader on the roof more reachable on respawn).

KF-Icebreaker:

- Disable the ship shaking and moving.
- Removed handcannon and katana fixed weapon drops.

KF-Manor:

- Changed a path node in front of the cave so zeds get less stuck and travel more direct.

KF-Steamland:

- Improved pathing on both left and right side of the flywheel to improve the pathing.

KF-Transit:

- Improved pathing of the holes so the Patriarch does not get stuck anymore.

KF-Wyre:

- Changed pathnode near a steel door so the zeds will not get stuck anymore.
- Added blockers on the gas tank, as there are issues camping on the gas tank.
- Improved the roof outside so that ZEDS have better pathing.