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 shows 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 restart 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.