

Mutton Mayhem

Version 1.08

Have you ever wanted to herd sheep? Kill sheep? Or raise the rotting corpses of dead sheep? Choose your method of madness to score points and win the favor of sheep the world over, in Mutton Mayhem!

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Installation

Place the Mutton Mayhem folder anywhere on your hard drive. There is no additional installation process.

Starting a Game

Open the Mutton Mayhem .exe file. Please wait while the game loads.

To begin a game, one computer must start hosting a server. Simply select "Host Game" and click "Done".

Once the host has reached the Character Selection screen, the other players may join the server using the "Join Game" option. If the server is not present on the list, attempt to refresh the list by selecting the "Update" option.

Please note Mutton Mayhem will only run properly on computers connected to a TCP/IP network.

Character Selection

Once you have joined the game, you will be taken to the Character Selection screen.

On the left hand side of the Character Selection screen, there are three pictures. The first is the Shepherd, the second is the Poacher, and the third is the Necromancer. Click the desired class once, and a green box will appear around your selection.

The large map screen on the right displays the starting locations of all the players, represented by stars. A red star means the player has joined the server, but has not picked a player class. A green star means the player is ready. The game will begin when all the stars are green.

Object of the Game

The player who can earn the target number of points first wins OR if time runs out, the player who has earned the most points will win.

The default setting for points is 2000. The default setting for time is 5 minutes. These settings can be changed on the “Host Game” screen.

Scoring

Points are earned by manipulating the mutton, or sheep, in various ways. Each class has their own unique way of earning points.

The Shepherd class earns points by rescuing sheep. Hold Left Mouse Button to attract sheep. The Shepherd must find sheep and return them to a barn. More points are scored for returning white sheep. Rescuing green “zombie” sheep will give the shepherd Special Action power.

The Poacher class earns points by killing sheep. Click Left Mouse Button to swing your knives. No points are scored for killing green sheep, but instead, the poacher will receive a boost of Special Action power.

The Necromancer class earns points by bringing the bodies of dead sheep back to life, and stealing points from other players. Hold Left Mouse Button to perform the raise dead action. Raising dead sheep gives very few points, but grants the Necromancer a great boost in Special Action power. The Necromancer’s Special Action, the point-draining beam, is very powerful.

Heads Up Display

Once the game begins, the player HUD (Heads Up Display) will appear.

In the upper left corner of the screen, you will find a list of all the players currently playing. The list is sorted by score.

In the upper middle portion of the screen is the timer. When time runs out, the game will end.

In the lower left corner is the Special Action Meter and the Class Power Bar. The Special Action Meter displays the amount of Special Action power you have remaining. The Class

Power Bar represents the amount of proficiency you currently hold in the three classes. White represents the Shepherd, red the Poacher, and purple the Necromancer.

Controls

W = move up A = move left S = move down D = move right

1 = begin changing to Shepherd 2 = begin changing to Poacher 3 = begin changing to Necromancer

Left Shift = gain proficiency

TAB = chat message

Mouse = Mouse Look Left Mouse Button = Normal Action (Shepherd attract, Poacher attack, Necro raise) Right Mouse Button = Special Action (Shepherd swarm, Poacher whirlwind, Necro beam)

Proficiency

The Class Power Bar shows your proficiency in each class.

Higher Shepherd proficiency grants the Shepherd a greater circle of influence on sheep. Full proficiency will increase the Shepherd's speed.

Higher Poacher proficiency makes the Poacher's attack stronger. Full proficiency allows the Poacher to mangle dead bodies, preventing them from being raised.

Higher Necromancer proficiency allows the Necromancer to raise dead sheep faster. Full proficiency allows the Necromancer to "convert" living sheep into red "blood" sheep.

Special Actions

The Shepherd's Special Action, aka "Swarm", greatly increases his circle of influence for a short period of time. This ability requires Special Action power.

The Poacher's Special Action, aka "Whirlwind", increases his speed and attack power for a short period of time. The Poacher will enter into a whirlwind state, killing all sheep he touches. This ability requires Special Action power.

The Necromancer's Special Action, aka "Draining Beam", steals points from another player. Hold the Right Mouse Button while using the cursor to point at an opponent. This ability requires Special Action power.

Landtype Affinity

Each class runs at a different speed depending on the terrain.

The Shepherd is fastest on Grassy Plain, average on Desert Waste, and slow on Jungle Floor.

The Poacher is fastest on Jungle Floor, average on Grassy Plain, and slow on Desert Waste.

The Necromancer is fastest on Desert Waste, average on Jungle Floor, and slow on Grassy Plain.

Troubleshooting

If framerates drop to unusually low levels (4 FPS or less), check to make sure you have the most up to date drivers for your video card. Even if your computer is quite new, the drivers shipped with it may not be compatible with Mutton Mayhem.

If you are having trouble hosting a game, make sure you are plugged into a TCP/IP network. Mutton Mayhem servers can only run on computers plugged into a TCP/IP network.

For further assistance, please consult the [Bug Reporting board](#) or contact us at jedwards@pistachioproductions.com.

Please visit us at pistachioproductions.com.