



MUFFS TRAINING

Hit Harder!

Run Faster!

Shoot Better!

*Batteries Not Included

Hang on, my mom's calling!

Players can drop in and out of the game at any time, even during gameplay. Press the join button to drop in, or hold it for a few seconds to drop out. If you hang out with losers who will grief you, this can be disabled for PvP in *Options > Gameplay*.

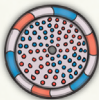
PvP Battle Modes

Timed — Get as many kills as possible before the time runs out. Most kills wins.

Survival — Each player has a set number of lives. Last player alive wins. While dead, you can cycle the player you are spectating by pressing the Move Left or Move Right button.

Hunt — Get a set number of kills the fastest. First to reach the kill count wins.

Cops & Bombers — Red (Bombers) vs Blue (Cops) - To plant the Bomb, pick it up and throw it in a bombsite (A or B). To defuse it, hold the Pickup button. Bombers win by killing all Cops, or detonating the Bomb. Cops win by defusing the Bomb, or killing all Bombers before the Bomb is planted.



Puc — Red vs Blue - Hit the Puc into the opposing team's goal. First team to a set number of goals wins. Guns and melee attacks will hit the Puc. Defend your own team's goal.



Capture The Flag — Red vs Blue - Find the other team's flag, pick it up, and run it back to your portal. First team to a set number of captures wins. The flag will slow you down, but you can hit other players with it. The flag respawns back at the enemy base. You can't carry your own flag.

Team Timed — Red vs Blue - Get your team as many kills as possible before time runs out. The team with the most kills wins.

Team Survival — Red vs Blue - Each player has a set number of lives. The last team alive wins.

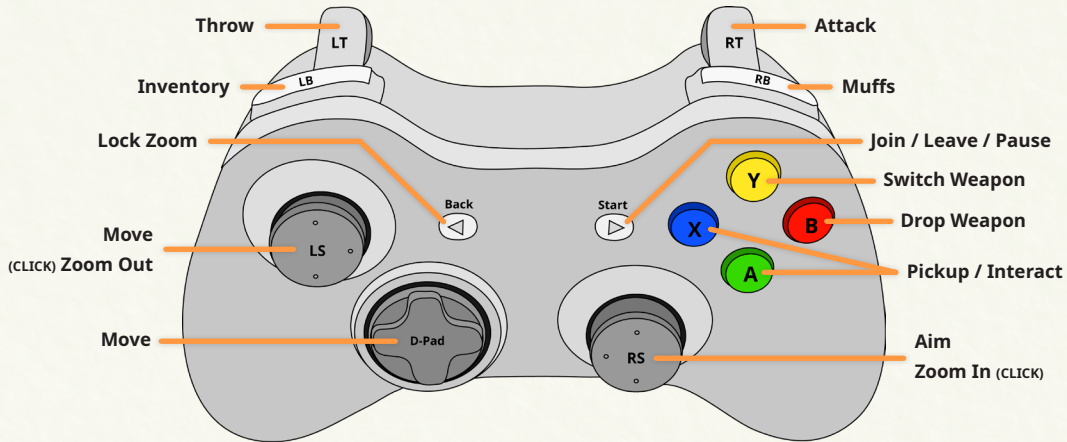
Team Hunt — Red vs Blue - Get your team to a set number of kills the fastest. First team to reach the kill count wins.

Shared or Split-Screen

Muffled is typically played in Split-Screen but if you're playing on a small or low-rez screen (or with n00bz), you may prefer a Shared Screen experience. It can be accessed through *Options > Graphics > Multiplayer Render Options > Screen Mode*.

That's Not Fair!

Split-Screen defaults to making the most of available screen space, but you can eliminate that top screen supremacy by setting each player to have the same size viewports in *Options > Graphics > Multiplayer Render Options > Split Screen Options*.



Keycard
Unlocks a matching door



Ammo Can
Fully refills your weapons



Health Pack
Fully refills your health



Battery
Adds a charge for your Muffs
You can hold 3

Co-Op Info

Reviving — To revive a fallen player, hold the Pickup button near their Muffs.

Depending on difficulty settings, this may give them half your health!



Difficulty — Difficulty settings change enemy health, accuracy, and damage. These other factors may also apply:

Aim Assist — adjusts a player's aim to targets they point near. (always on in Very Easy)

Auto-Revive — players can press the Pickup button to revive themselves with full health.

Revive Penalty — reviving a fallen player gives them half your health (off in Easy)

Friendly Fire — players can damage each other.

Increasing player limit — The Campaign was designed for up to 4 players. If you have more friends and don't care about balancing, you can turn this limit off in *Options > Gameplay*.

Survival Mode — Survive increasing waves of enemies for as long as possible. Enemies in this mode will randomly drop Health Packs, Ammo Cans, Batteries, and weapons. Holding the interact button near a weapons crate will drop a random weapon.



I don't have 16 controllers!

Don't worry! You probably don't have 15 friends either. If you do, most controllers work with this game. So dig up your old consoles and harvest their controllers, or have your friends bring their own. We've tested with these:

Steam — Steam Controller 2026, Steam Controller, Steam Link Touch

Xbox — Xbox Series, Xbox One, Xbox 360

PlayStation — PlayStation 5, PlayStation 4, PlayStation 3

Nintendo — Nintendo Switch Pro

Atari — Atari VCS Modern

Generic — Direct-Input, X-Input (if it has both, pick X-Input)

Wireless Note: Your computer's Bluetooth radio probably won't support more than 5 controllers at once, so you may need to wire some of them up. We use a powered USB-hub to play with our 15 definitely-real friends.

If you need help connecting controllers, we've got directions for you here kelsam.net/xmqzfv



What are Muffs?

Giant headphones! Activate them to increase your speed & power! They also make your guns fully automatic! Neat-O!

