Add ON Options:

- **Jitter Mod (Auto Burst)** - All semi automatic weapons become fully automatic when using the Jitter mod pack. For more information, click the video tab.

- **Drop Shot Mod (COD games only)** - One click of the button, your player drops to the floor and rapid fires against the opponent. The opponent has no time to react compared to your record speed which we modify for your convenience to do the drop shot.

- **Fast Reload Mod (COD games Only)** - Reloads your weapon within a second, giving you the time to fire back at your opponent before getting killed.

- **Active Reload Mod** - Allows you to reload on point without missing the reload line.
- **Sniper Breath Mod (COD games Only)** - Sniper and hold your breath without having to hold down the breath button.
- **Burst Mod** - Turns any single fire weapon into a burst weapon.
- **Super Aim Mod Pack (COD games Only)** - Automatically lock on to your target in campaign, zombie arcade, and multi-player online modes. Zoom in and take a shot instantly with one button press. Fire both dual-wield weapons with one button press.
- **Quick Scope (COD)** - Zoom and instantly take a shot.
- **Jump Shot (COD)** - Jump up and immediately take a shot.
- **Akimbo** - When the mod's Akimbo Firing feature is turned on, the player only needs to pull the right trigger to fire both the left and right pistols simultaneously.
- **Auto Spot (Battlefield and Gears of War)** - Enemies will now be automatically marked just by pressing the aiming button.
- **Auto Sprint (Battlefield and COD)** - With the auto-sprint feature of the mod is activated, the player only needs to pull on the left-trigger to initiate sprinting.
- **Dual Trigger Rapid Fire** - Add rapid fire to both weapons when dual wielding.
- **Multiple Button Layouts (COD)** - Now your exclusive add-ons work with any button layout you prefer in all COD games.
- **Turbo Melee (COD)** - When the mod's Turbo Knife mode is enabled, the wait time between knife attacks is greatly reduced, allowing the combatant to destory multiple opponents quickly with rapid knife attacks.
- **Sniper Breath (COD)** - The mod will automatically steady the sniper's aim any time the player presses his aim button.
- **Zombie Auto Aim (COD WAW and Black Ops)** - In zombie mode, just aim anywhere near the Zombie and pull the left trigger - the gun will lock on target automatically.
- **Master Mod** - Include all of our multi class action mod add-on mod packs on your Xbox 360 **modded controller** for a fraction of the price (available with all of our rapid fire options).

XBOX Button Layout

Akimbo Rapid Fire
Auto Aim
Quick Scope

Rapid Fire

Active Reload

Jitter Mode
Fast Reload

Sniper Breath

Drop Shot

Auto Burst

Turn on/off classes/sub classes

Drop Shot Tactical

Before Using Your Controller

The left d-pad is mentioned often. You should note that if your controller has an optional class cycle switch installed you can use this instead of the left d-pad. The optional class cycle switch is located on the back of your controller.

There is no need to reset a mode once it's saved. That means you can remove or replace your batteries without worry. Some of the modes and sub modes listed are optional and might not be included in your controller. Some of the modes and sub modes can be used only with certain games.

Basic Operation

Selecting Your Primary Modes:Your modded controller includes 3 primary modes to select from which are purple, green, and blue. These primary modes provide you with the ability to set your favorite options and access them quickly. These modes will appear in the 2nd player light position.To switch between your 3 primary modes, quickly tap the d-pad to the left twice. Your 2nd player light will turn purple, you are now in primary mode 1. Repeat this process to cycle through all 3 primary modes. Once you have cycled through all 3 primary modes and your 2nd player light is NOT lit, your primary modes are off.

Primary Mode Colors
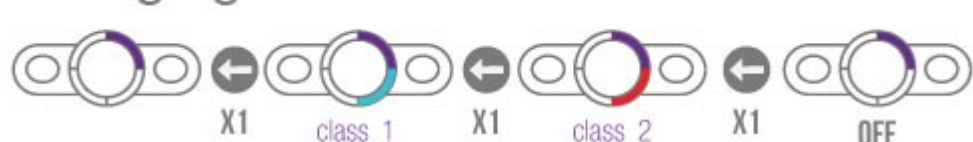
OFF ← X2 class 1 ← X2 class 2 ← X2 class 3 ← OFF X2

Selecting Your Sub-Modes: Now that you have mastered cycling through primary mode selection, we will go into detail on how to operate the sub modes. Our sub modes act as placeholders for rapid fire settings and add-

Changing Sub Modes

X1 class 1 X1 class 2 X1 OFF

on mods (if you purchased any). There are 2 sub-modes within each primary mode. These sub-modes will appear in the 4th player light position. To switch between sub mods, you first must be in a primary mode (purple, green, blue). Once you are in a primary mode you can now activate your sub-modes. To activate your sub-modes tap the d-pad to the left once. Your 4th player light will now be lit.

Sub Mode Colors

MODE	COLOR	FUNCTION KEY
1. Rapidfire		Right Trigger
2. Akimbo		Left Trigger
3. Jitter		Y Button
4. Burst		A Button
5. Sniper		Left Analog Stick
6. Drop shot		B Button
Drop shot/tactical		Right Analog Stick

1. Rapidfire
2. Akimbo
2. Quick Scope
3. Jitter
4. Burst
Active Reload
5. Sniper
6. Drop shot
Fast Reload

Setting Your Rapid Fire: Your modded controller features adjustable rapid fire settings. Below we will explain how to set your controller for rapid fire. Your controller is capable of 1-30 shots per second.

Step 1: Select a primary mode. Your 2nd player light will be lit (purple, green, or blue).

Step 2: Select a sub-mode. Your 4th player light will be lit and ready to program.

Step 3: Hold the right trigger down, while holding the trigger press and hold the d-pad to the left. If you have the on/off mod button hold the tac button down instead.

Step 4: Release the right trigger and d-pad or optional tac button. Your sub-mode light will turn "dark blue" now indicating that rapid fire is on.

Step 5: Hold the d-pad to the left or optional tac button to adjust rapid fire. Release button. Your 2nd player light will turn red.

Step 6: Use the left trigger to lower the shots per second and the right trigger to increase the shots per second. Your 4th player light will represent the 1s digit and the 3rd player light will represent your 10s digits. Example: If your 3rd player light blinks once and your 4th player light blinks 5 times you have now set the shots per second to 15. Step 7: To save your shots per second the d-pad or optional on/off mod button. Your 4th player light will turn a solid dark blue. You have now set your shots per second.

Click thumbnail for full Shots per Second settings list

Weapon	Rapidfire - BLACK OPS Damage-Range	SPS
ASP		11
M1911		8
		8

Drop Shot (2 Options) : To activate "drop shot" hold down the "B" button then hold the d-pad to the left. Your sub mode light will turn red, drop shot is now active. There are two options within "drop shot". To switch between options hold down the "B" button then hold down the d-pad to the left until the red light in the 4th player position flashes the number of times for the option you want, quickly release the "B" button and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: Drop Shot w/ Rapid Fire - Drop shot is disabled when pulling left trigger, rapid fire is enabled. Ideal for single shot and semi-auto weapons.

Option 2: Drop Shot w/o Rapid Fire - Rapid fire is disabled and drop shot is disabled with pull of left trigger. Ideal for fully auto weapons. Special Option: To activate drop shot with the tactical button layout, hold down the right thumbstick then press and hold the d-pad to the left to activate, release both buttons at the option you prefer.

Auto-Zoom Zombie(2 Options): To activate "Auto-Aim" pull left trigger and then press and hold the d-pad to the left until you see your 4th player light turn light blue, continue holding both the left trigger and d-pad until you reach options 4 & 5. These are your "auto-aim" options, see below for details.

Options 4: Auto Zoom w/o Rapid Fire - This option will auto-zoom the closest target in Zombie (Black Ops), campaign and offline modes. Rapid fire is disabled.

Options 5: Auto Zoom w/ Rapid Fire - This option will auto-zoom the closest target in Zombie (Black Ops), campaign and offline modes. Rapid fire is enabled.

Auto-Aim "ONLINE": To activate "Auto-Aim Online" pull left trigger and then press and hold the d-pad to the left until you see your 3rd player light turn light blue. When you press Right Trigger your weapon automatically zooms and fires simultaneously. Rapid Fire disabled. Ideal for fully auto weapons.

Fast Reload (1 Option) : To activate fast reload, quickly tap the "X" button 3 times. You will see player 3 light position turn red, fast reload is now active. To adjust the fast reload speed hold down the "X" button and then hold down the d-pad to the left. Your 2nd player light will now be lit red, you can now adjust the speed using the left and right triggers (settings 1-255). Once you have set your speed hold down the d-pad to the left to save your setting.

Black OPS
Fast Reload

MP5K	45	Famas	42
M16	28	Galil	50
Skorpion	40	AUG	43
Mac11	37	FN FAL	45
AK-74u	32	AK-47	38
Uzi	40	Commando	33
PM63	30	G11	44
MPL	39	HK21	68
Spectre	39	RPK	78
Kiparis	37	M60	188
Enfield	39	Stoner63	52
M14	?	Dragunov	48
		WA2000	51

Auto Burst (4 Options) : To activate "auto-burst" hold down the "A" button then hold the d-pad to the left. Your 4th player light will turn green, auto burst is now active. There are 4 options within auto-burst. To switch between options hold down the "A" button then hold the d-pad to the left until the green light in player position 4 flashes the number of times for the option you want, quickly release the "A" button and d-pad to set option. White light twinkle will confirm your option selection.

1: 2-Round Burst - Shoots your single and semi-auto weapons in bursts of 2 bullets.
2: 3-Round Burst - Shoots your single and semi-auto weapons in bursts of 3 bullets.
3: 4-Round Burst - Shoots your single and semi-auto weapons in bursts of 4 bullets.
4: 5-Round Burst - Shoots your single and semi-auto weapons in bursts of 5 bullets.

Sniper Breath (2 Options) : To activate "sniper breath" hold down the left thumbstick, then hold the d-pad to the left. Your 4th player light will light up pink, sniper breath is now active. There are two options within "sniper breath". To switch between options hold down the "left thumbstick" then hold down the d-pad to the left until your the pink light in player position 4 flashes the number of

times for the option you want, quickly release the "left thumbstick" and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: Standard - Automatically hold breath when scoped in using left trigger.

Option 2: Double Tap - Automatically holds breath when scoped in with left trigger, takes 2 shots when right trigger is pulled. Adjustable from 1 to 30 shots per second (3 - 5 SPS ideal).

Jitter (3 Options) : To activate "jitter" hold down the "Y" button, then hold the d-pad to the left. Your 4th player light will light up yellow, jitter is now active. There are three options within "jitter". To switch between options hold down the "Y" button until the yellow light in player position 4 flashes the number of times for the option you want quickly release the "Y" button and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: Standard - This option will turn your 3 burst weapons into fully auto.

Option 2: Aim Disable w/o Rapid Fire - When scoping in with left trigger, rapid fire is disabled but jitter is still active when not scoped.

Option 3: Aim Disable w/ Rapid Fire - Scoping in with the left trigger will disable Jitter but will still shoot with rapid fire.

Fast Reload (1 Option) : To activate fast reload, quickly tap the "X" button 3 times. You will see player 3 light position turn red, fast reload is now active. To adjust the fast reload speed hold down the "X" button and then hold down the d-pad to the left. Your 2nd player light will now be lit red, you can now adjust the speed using the left and right triggers (settings 1-255). Once you have set your speed hold down the d-pad to the left to save your setting.

Akimbo (3 Options) : To activate "Akimbo" pull left trigger and then press and hold the d-pad to the left until you see your 4th player light turn light blue, continue holding both the left trigger and d-pad until you reach options 1, 2 & 3. These are your "Akimbo" options, see below for details.

Option 1: Basic Akimbo - With this option you can use the left or right trigger individually or at the same time. Rapid fire enabled.

Option 2: Single Trigger Akimbo - With this option the left trigger is automatically pulled with the right trigger simultaneously.

Option 3: Single Trigger Akimbo w/o Rapid Fire - With this option the left trigger is atomically pulled with the right trigger simultaneously. When having fully auto weapons scoping and shooting is done automatically with the pull the trigger.

Quick Scope (3 options): To activate "quick scope" pull left trigger and then press and hold the d-pad to the left until you see your 4th player light turn light blue, continue holding both the left trigger and d-pad until you reach options 6, 7, or 8. These are your quick scope options, see below for details.

- Option 6: COD Black Ops - This option is for Black Ops only.
- Option 7: COD MW3 - This option is for MW3 only.
- Option 8: Quick Scope w/ Rapid Fire - This option offers rapid fire with quick scope. Rapid fire is adjustable in this option, recommend speed settings of 3-5 shots per second for most weapons.

Active Reload (7 Options) : To activate "active reload", quickly tap the right bumper button 3 times. You will see player 3 light position turn red, active reload is now on. To cycle through your options hold down the d-pad to the left then hold down the RB (right bumper) at the same time. Your 4th player position light will flash red, continue to hold the d-pad and RB until you have reached the desired option indicated by the number of light flashes. Option 1: Lancer Option 2: Piston Option 3: Shot gun, human - You have to wait until the bullet is exiting the chamber, then press the right bumper for the perfect reload. Option 4: Sniper and long shot - Must fire using the right bumper or you won't have an active reload. Option 5: Sawed-off shotgun (GOW 3 only) - Must fire using the right bumper or you won't have an active reload. Option 6: Retro Lancer (GOW 3 only) Option 7: Hammerburst