

CONTENTS

Page 1: Rapid Fire & Burst Fire

Page 2: Default Modes, Changing Modes, Enabling/Disabling Buttons

Page 3: Mimic (Auto Akimbo) Fast Reload, Auto Aim

Page 4: Sub Modes, Jitter Fire, Quick Scope

Page 5: Drop Shot, Drop Shot (tactical layout), Auto Sniper Breath

Page 6: Adjusting and programming modes

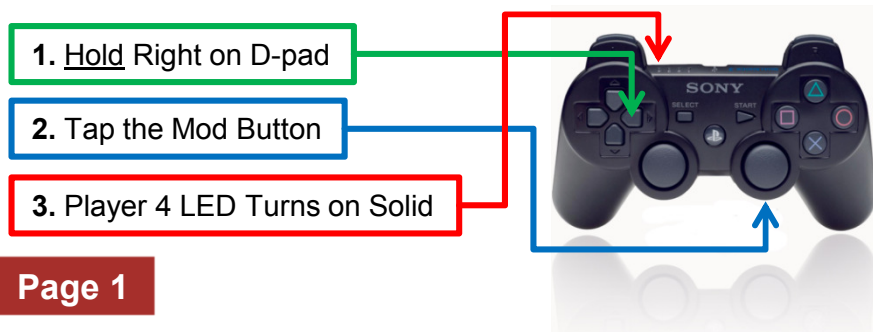
Page 7: Programmable speed settings table, Function quick reference

Rapid Fire

To enable rapid fire, tap the “Mod” button located on the bottom of the controller under the right thumbstick. You will see the player 4 LED start flashing indicating Rapid Fire is now activated. To turn off Rapid Fire tap the “Mod” button again and the Player 4 LED will stop flashing indicating rapid fire is turned off.

Burst Fire

To enable burst fire make sure the “Rapid Fire” is turned “On” then HOLD right on D-Pad and tap the “Mod” button. The player 4 LED will turn solid. This indicates that burst fire is activated. The burst fire will fire at the current speed/burst settings which can be adjusted within programming mode.



Mode and Default Speed Chart

MODE	SPEED	COMPATIBLE GAMES
Mode 1:	8.33sps	Call of Duty: Rifles
Mode 2:	11.35sps	Call of Duty: Pistols
Mode 3:	16.67sps	GTA 4, Left 4 Dead, RDR, COD: Autos
Mode 4:	8.33sps	COD - Word at War Only - Rifles
Mode 5:	10sps	COD - Word at War Only - Pistols
Mode 6:	5sps	Open Mode – Default 5 SPS
Mode 7:	10sps	Open Mode – Default 10 SPS
Mode 8:	15sps	Open Mode – Default 15 SPS
Mode 9:	20sps	Open Mode – Default 20 SPS
Mode 10:	25sps	Open Mode – Default 25 SPS

Changing Modes

There are 10 modes to select from. Each is pre-programmed with a specific speed but can be independently programmed to a new speed (See page 6). To change to the next mode you must hold the “Mod” button on the back of the controller for 3 seconds. You will see the player 4 LED flash, count the number of flashes of player 4 LED. This will indicate which mode you are currently in. (2 flashes = Mode 2) (3 Flashes = Mode 3). You can also scroll back to the previous mode by holding “R1” along with the mod button.

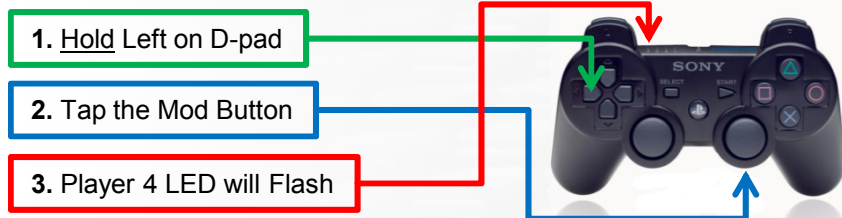
Enabling/Disabling Controller Buttons

Any button (R1, R2, L1, L2, ▲, ○, X, ■) can be used for Rapid fire in any combination at any time. To Enable or Disable a button you must hold the DOWN direction on the D-pad + the “Mod” button. While holding both buttons you can press any of the other buttons to Enable or Disable that button for rapid fire. When you press a button you will see the player 4 LED flash either 1 or 2 times. (1 flash = Enabled) (2 Flashes = Disabled). When you are finished just release all buttons. The Controller will remember which buttons are enabled or disabled even when the controller is turned off.

All remaining features will flash the player 4 LED when activating or deactivating. (1 flash = Activated) (2 flashes = Deactivated)

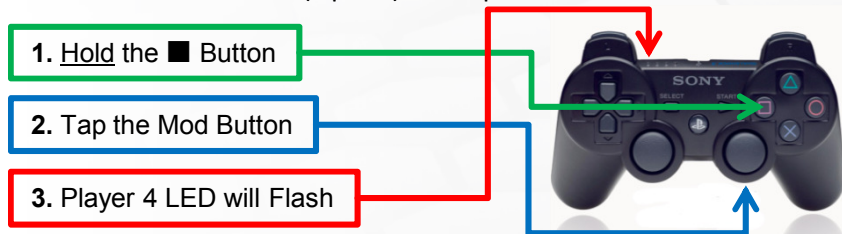
Mimic (Auto Akimbo)

When using Mimic, "R1" controls both "L1" and "R1" at the same time. If "L1" is Enabled for Rapid fire (see page 2) and rapid fire is turned ON then "L1" will also rapid fire, otherwise "L1" works as normal allowing you to scope. To activate HOLD Left on D-Pad and tap the "Mod" button.



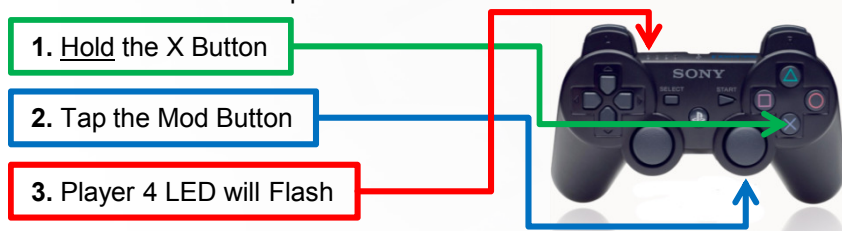
Adjustable Fast Reload (All COD Except MW3)

Shave precious Milliseconds off your reload time. Adjust by holding ■ until you see your ammo indicator at the bottom of the screen go from grayed out bullets to white, then release. At this moment your clip is full and the remaining reload animation can be cancelled. Once adjusted just tap ■ to fast reload. To activate HOLD ■ (square) and tap the "Mod" Button.



Auto Aim

The Auto Aim Feature ONLY WORKS WITH ZOMBIES & CAMPAIGN GAMES AND DOES NOT WORK WITH ONLINE MATCHING GAMES. The Auto Aim is a feature for L1, Auto Aim will work with both rapid fire on and off. To activate Auto Aim HOLD "X" and tap the "Mod" button.



Sub-Modes (Jitter Mod, Quick Scope & Drop Shot)

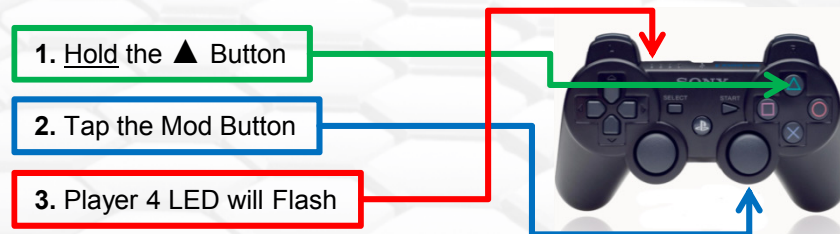
The Jitter Mod, Drop Shot and Quick Scope all have sub modes. Sub modes are modifications to the main function. To change a sub mode hold UP on the D-Pad + the "Mod" button, while holding both, tap the corresponding button to change the Sub-Mode. For example, to change the Jitter sub mode you would Hold UP + the "Mod" button then tap "Triangle", the Player 4 LED will flash to indicate which sub mode you are currently in.

Jitter Fire (All COD Except MW3)

Jitter takes advantage of a glitch in most COD games allowing for faster firing of just about all weapons including shotguns and 3-Round burst weapons. To activate the Jitter Mod make sure the "Rapid Fire" is turned "On" then HOLD the ▲ (Triangle) button and tap the "Mod" button. Jitter has 2 sub modes.

Sub Mode 1 (Default) = XYZ Jitter

Sub Mode 2 = YY Jitter

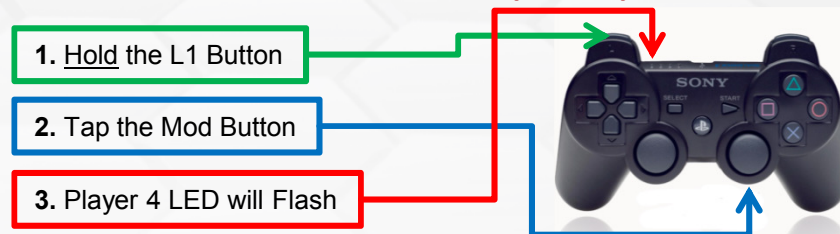


Quick Scope

With Quick Scope Active just hold L1 and You will scope and automatically fire at the exact moment the accuracy of being scoped kicks in. To activate hold "L1" and tap the "Mod" button. Quick scope also has 2 sub modes.

Sub Mode 1 (Default) = MW3 Quick Scope

Sub Mode 2 = MW3 Quick Scope + Rapid Fire



Drop Shot

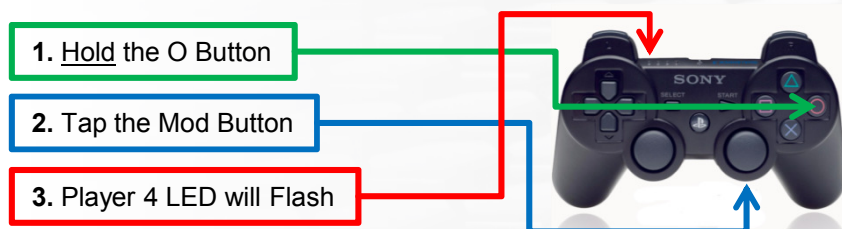
Drop shot allows you to automatically drop to prone as soon as you start firing. To activate drop shot for default button layouts HOLD "O" (circle) and tap the "Mod" button. Drop shot has 4 sub modes. To change the sub mode refer to the instructions on page 4.

Sub Mode 1 (Default) = Always Drop/Stand

Sub mode 2 = Drop/Stand, if not Aiming Down Sights

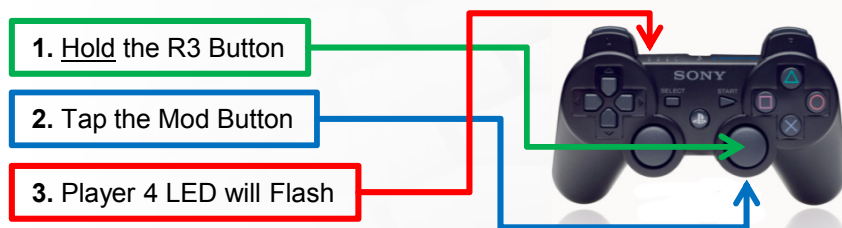
Sub Mode 3 = Drop Only

Sub Mode 4 = Drop Only, if not Aiming Down Sights



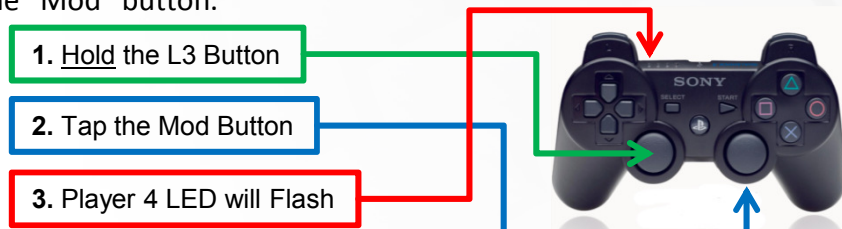
Drop Shot Tactical

For those who use tactical button layouts, where R3 is the crouch/prone button, you will activate Drop Shot by HOLDING "R3" and then tapping the "mod" button. You must still use "O" (Circle) for changing the sub mode.



Auto Sniper Breath

Auto sniper breath allows you to scope with L1 and automatically hold your breath without having to hold L3. To activate HOLD "L3" and tap the "Mod" button.



Adjust Rapid Fire Speed

Adjust burst Fire

Mod Button on the Back



Changing the User Adjustable Rapid/Burst Fire Settings

1. Whichever game mode you are currently in is the one you will be editing.
2. To enter/exit the programming mode you will need to hold in (R1, R2, L1 and L2) all at the same time for 5 seconds. You will see the player 4 LED come on and stay on for 2 seconds and then go out. This means you are now in/out of the programming mode and can let go of the 4 buttons.
3. While in the programming mode you will use the D-PAD to adjust the rapid fire speed and also the burst fire quantity. Use the UP/DOWN arrows on the D-Pad to adjust the rapid fire speed (UP = Faster, Down = Slower) Use the left /right arrows to adjust the burst fire quantity. (LEFT = Less, RIGHT = More)
4. When pressing an arrow button you will see the player 4 LED flash 1 time to indicate that you have made a change. Once you have reached the min or max value the LED will no longer flash (See the next page for a table of all speed settings). The minimum Burst fire quantity is 2 and maximum is 10
5. At any time you can check your current settings by pressing the X or ▲. Pressing X will make the player 4 LED flash the number of rounds the burst fire is set to. Pressing ▲ will flash the current speed setting (1-20) (See the conversion table on the next page of each setting into shots per second). If the speed setting is greater than or equal to 10, the player 4 LED will have a longer flash to indicate 10 followed by shorter flashes to indicate the single digit. Example the LED flashing in a pattern of one long flash followed by 3 short flashes would mean a setting of 13.
6. To exit the user programmable mode just follow step 2 above. The mod will remember your settings even when the controller is turned off.

Master Reset - Each mode can individually be reset back to the factory default. To perform a reset, you will first need to be in the programming mode for the rapid fire mode you want to reset. Then press and hold (Circle + Square) for 8 seconds. After 8 seconds you will see the player 4 LED flash very fast for 2 seconds. This indicates that the default values are now set.

Rapid Fire speed settings table

Rapid Fire Setting	Speed (SPS)	Rapid Fire Setting	Speed (SPS)
1	50	11	8.33
2	33.3	12	7.7
3	25	13	7.14
4	20	14	6.66
5	16.67	15	6.25
6	14.28	16	5.88
7	12.5	17	5.26
8	11.11	18	5
9	10	19	4.5
10	9	20	4

Function Quick Reference

