



AUTO AIM | DROP SHOT | JITTER MOD | BURST FIRE QUICK SCOPE | ADJUSTABLE | PROGRAMMABLE ADVANCED FAST RELOAD | SNIPER BREATH

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Rapid Fire

To enable rapid fire, tap the "Mod Button" located under the R3 Joystick. You will see the player 4 LED start flashing indicating Rapid Fire is now activated. To turn off Rapid Fire hit the "Mod" button an 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 settings which can be adjusted and changed within programming mode.





Mode Chart & Default Speeds

MODE:	SPEED:	COMPATIBLE GAMES:	
Mode 1:	8.33sps	Call of Duty - Rifles	
Mode 2:	11.35sps	Call of Duty - Pistols	
Mode 3:	16.67sps	Call of Duty - Rifles & Pistols Hybrid	
Mode 4:	10sps	Call of Duty - Sniper & Patch Killer	
Mode 5:	8.33sps	Call of Duty - Patch Killer	
Mode 6:	5sps	First Person Shooter - Slow	
Mode 7:	10sps	First Person Shooter - Medium	
Mode 8:	15sps	First Person Shooter - Fast	
Mode 9:	20sps	First Person Shooter - Faster	
Mode 10:	25sps	First Person Shooter - Fastest	

Changing Modes

There are 10 modes to select from each is pre-programed 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 and scroll back to the previous mode by holding "R1" along with the mod button.

Enabling/Disabling Controller Buttons

Any button (R1, R2, L1, L2, ▲, O, X, ■) can be used forRapid 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.



For all of the Following features When Activating the Player 4 LED will flash Once, When Deactivating it will Flash Twice.

Mimic (Auto Akimbo)

When using Mimic "R1" controls both "L1" and "R1" at the same time. If "L1" is Enabled for Rapid fire (see above) and rapid fire is turned ON than "L1" will Rpaid 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 ■ untill 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 shows full and the remaining reload animation can be cancelled. Once adjusted just tap ■ to fast reload. To activate Hold ■ and tap the "Mod Buton".



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 in addition to the standard rapid fire. 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 default modes and 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 the Player 4 LED will flash to indicate which sub-mode you are currently in.

Jitter Mod (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 Jitter Mod make sure the "Rapid Fire" is turned "On" then Hold the \triangle "Traingle" button and tap the "Mod Button".

Sub Mode 1 (Default) = XYY Jitter Sub Mode 2 = YY Jitter



Quick Scope

With Quick Scope Activated 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". To Change the Sub Modes Refer to 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 buy Holding "R3" and then tapping the "mod button". You must still use "O" Circle for changing the sub mode.



Sniper Breath

The Sniper breath allows you to scope wih L1 and automatically hold your breath without having to hold L3. To activate hold "L3" and tap the "Mod button".



Tap The Mod Button





Changing the User Adjustable Rapid Fire Speeds.

- 1.Remember that 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.
- 5.At any time you can check you 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 below 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 Setting	Shots Per Second	Rapid Fire Setting	Shots Per Second
1	50	11	8.33
2	33.33	12	7.7
3	25	13	7.14
4	20	14	6.66
5	16.66	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





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