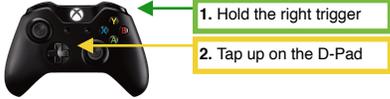


### Reset a Mode to Default

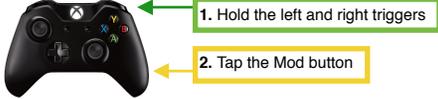
To reset the mode you are in to its default settings, hold the right trigger and tap "up" on the D-Pad. The mod light will flash 2 times, pause, and then flash 2 more times.



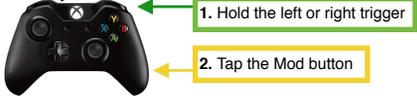
### Burst Fire / Auto Burst

Burst Fire will fire your semi-automatic weapons in bursts. You can adjust the number of shots in a burst (3 shot burst, 4 shot burst, etc.) as well as the speed of the rapid fire of the burst. Your gun will burst fire every time you pull the right trigger to shoot. Your gun will Auto Burst when you hold the right trigger. Auto Burst always fires one less shot per burst round than Burst Fire is set to.

To adjust the burst length, first make sure you're in burst mode (Mode 10). Then, hold both the right trigger and left trigger and tap the Mod button. The mod light will flash 2 times. This signals you are in programming mode.



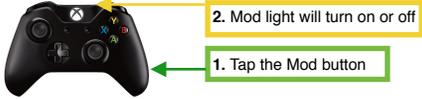
Once you're in programming mode, hold the right trigger and tap the Mod button to increase the burst length by 1 shot. Hold the left trigger and tap the Mod button to decrease the burst length by one shot. The controller is set to a 3-shot burst by default.



Once your burst length is all set, you'll need to save the settings. To save the settings, hold both the right trigger and left trigger and tap the Mod button the same way you did to enter programming mode. The mod light will flash 3 times. This signals your settings have been saved.

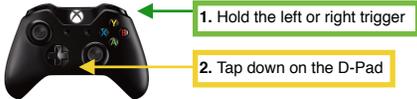
### Rapid Fire

To turn Rapid Fire on, tap the Mod button on the back of the controller. When Rapid Fire is on, the mod light will be on. When Rapid Fire is off, the mod light will be off.



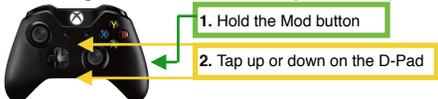
### Adjusting Rapid Fire Speed

To increase the speed of any mode, hold the right trigger and tap "down" on the D-Pad. To decrease the speed of any mode, hold the left trigger and tap "down" on the D-Pad. Each time you tap the D-Pad, the mod light will flash.



### Changing Modes

You can change modes by going up a mode or by going down a mode. To go up one mode, hold the Mod button and tap "up" on the D-Pad. To go down one mode, hold the Mod button and tap "down" on the D-Pad. When you change modes, the mod light will flash which mode you are in. (ex. 3 flashes = Mode 3)



### Reset to Factory Settings

To reset your controller back to its factory settings, hold the left trigger and tap "up" on the D-Pad. The mod light will flash 2 times, pause, and then flash 2 more times. This can be done in any mode.



### Dual Rapid Fire

To use Dual Rapid Fire, scroll to mode 1 of your controller. Dual Rapid Fire will make dual weapons both shoot with rapid fire when the left and right triggers are pulled.

### AutoSave

Your controller will automatically save every setting as you do it. You can remove the battery pack at any time and your settings will always be saved.

### Mode Memory

Your controller will remember the last mode you were in when you shut off your controller. When you turn your controller on, it will automatically enter that mode.

## Mods "R" Us Bad Boy Modded Controllers

6000+ Master Modded

## Instruction Manual



### Syncing Your Controller

#### ⚠ Warnings

- Keep batteries fresh.
- Rechargeable battery packs are not recommended and may limit your controllers performance.
- Console limitations may limit the max speed your controller can be adjusted to.
- Remember to always turn the Mod off after shutting down your controller.

#### ℹ Information

- Mod Button: This is the new button located on the back of your controller.
- Mod Light: This is the new light located on the top of your controller.
- SPS: Shots Per Second.
- Always pause your game before changing any settings.
- Functions that are turned on still function when the Mod is turned off. Turning the Mod off turns off Rapid Fire or Mode designated features.

## FEATURE AND SPEED GUIDE

Mode	Speed	Feature
Mode 1:	20 SPS	DUAL RAPID FIRE
Mode 2:	20 SPS	MIMIC FIRE
Mode 3:	-	QUICK SCOPE
Mode 4:	-	SNIPER BREATH
Mode 5:	-	QUICK AIM
Mode 6:	22 SPS	RAPID FIRE
Mode 7:	16 SPS	RAPID FIRE
Mode 8:	20 SPS	RAPID FIRE
Mode 9:	24 SPS	JITTER
Mode 10:	20 SPS	BURST / AUTO BURST FIRE

Website Support

[www.modcontrollers.net](http://www.modcontrollers.net)

## Auto-Aim Zombies

Auto-Aim will only work in Call of Duty Zombies games or campaign modes. When you pull the left trigger to aim, Auto-Aim will make your gun automatically lock onto the enemy you are aiming closest to. Your gun will continue to stay locked on until you let go of the left trigger.

Auto-Aim can be turned on or off at any time. To turn Auto-Aim on, hold the Mod button and tap the "A" button. The mod light will flash 1 or 2 times. 1 flash means Auto-Aim is on, 2 flashes means Auto-Aim is off.



## DropShot

DropShot will make your player drop to the ground as soon as you pull the right trigger. As soon as you release the right trigger, your player will stand back up. **Left Trigger Lock:** Your player will not drop when you are aiming so you won't miss your shot. Turning DropShot on will automatically turn JumpShot off.

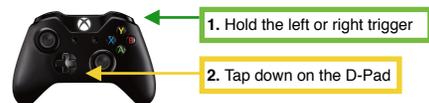
DropShot can be turned on or off at any time. To turn DropShot on, hold the Mod button and tap the "B" button. The mod light will flash 1 or 2 times. 1 flash means DropShot is on, 2 flashes means DropShot is off. Make sure your button layout is set to "default" for DropShot to work.



## QuickScope

QuickScope will make your controller aim your sniper rifle and shoot automatically with perfect timing. Because not all sniper rifles aim in at the same speed, we've made that part of the feature adjustable, that way you can set it up for any sniper.

To use QuickScope, go to mode 3. To make your controller take longer to shoot after you pull the left trigger, hold the left trigger and tap "down" on the D-Pad. To make your controller shoot quicker after you pull the left trigger, hold the right trigger and tap "down" on the D-Pad. Each time you tap the D-Pad, the mod light will flash.



## Mimic

Mimic Fire will make dual weapons fire with rapid fire at the same time by only pulling the right trigger. You can adjust the rapid fire speed of this mode the same way you would adjust the rapid fire speed of any other mode.

To use Mimic Fire, go to mode 2. When you pull the right trigger, both your weapons will rapid fire.



## Sniper Breath

Sniper Breath will make your player automatically hold his breath any time you aim while using a sniper rifle in Call of Duty. You don't have to hold the left joystick to steady your aim anymore.

To use Sniper Breath, go to mode 4. When you pull the left trigger to aim, your player will aim and hold his breath at the same time.



## Jitter

Jitter will allow your weapons that fire in a burst pattern to fire as a fully automatic weapon. This feature is designed for hip firing only.

To use Jitter, go to mode 9. You can adjust the Jitter fire speed of this mode the same way you would adjust the rapid fire speed of any other mode.



## JumpShot

JumpShot will make your player jump off the ground as soon as you pull the right trigger. The longer you hold the trigger, the higher he will jump. Turning JumpShot on will automatically turn DropShot off.

JumpShot can be turned on or off at any time. To turn JumpShot on, hold the Mod button and tap the "X" button. The mod light will flash 1 or 2 times. 1 flash means JumpShot is on, 2 flashes means JumpShot is off.



## Quick Aim

Quick Aim will aim your weapon automatically as soon as you fire your weapon. You do not need to pull the left trigger. There is no rapid fire on this Mode.

To use Quick Aim, go to mode 5. When you pull the right trigger, your gun will automatically aim.



## Easy Sprint

Easy Sprint will allow you to sprint without pushing the left joystick in. When easy sprint is on, your player will sprint when you pull the left trigger.

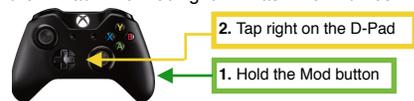
Easy Sprint can be turned on or off at any time. To turn Easy Sprint on, hold the Mod button and tap the "Y" button. The mod light will flash 1 or 2 times. 1 flash means Easy Sprint is on, 2 flashes means Easy Sprint is off.



## Quick Reload

Quick Reload will shorten the length of your reload times when you use the X button to reload. You will need to set the Quick Reload timing each time you change guns. Quick Reload is set the first time you reload a new gun.

Quick Reload can be turned on or off at any time. To turn Quick Reload on, hold the Mod button and tap the "Right" on the D-Pad. The mod light will flash 1 or 2 times. 1 flash means Quick Reload is on, 2 flashes means Quick Reload is off.



Once Quick Reload is on, you'll need to set its timing to each gun you use. To set Quick Reloads timing, hold the "X" button until your guns clip is reloaded. You'll know when your gun is reloaded because your guns clip will reset to full in the bottom right hand corner of the screen. You do not need to release the "X" button perfectly on time. Your controller will adjust automatically for the reaction time it takes to release the "X" button after you see the ammunition clip reload. You'll notice your gun is reloaded before the gun is finished with its reload animation.

## Auto Spot

Auto Spot will automatically place spot markers on enemies within aim when the left trigger is pulled. This feature is designed for Battlefield games that offer the ability to mark enemies.

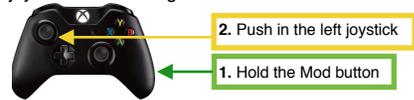
AutoSpot can be turned on or off at any time. To turn AutoSpot on, hold the Mod button and tap the "Left" on the D-Pad. The mod light will flash 1 or 2 times. 1 flash means AutoSpot is on, 2 flashes means AutoSpot is off.



## Active Reload

Active Reload will perfectly time your active reloads when the right bumper button is used to reload. You will need to set the Active Reload timing each time you change guns. Active Reload is set the first time you reload a new gun.

Active Reload can be turned on or off at any time. To turn Active Reload on, hold the Mod button and push in the "Left" joystick. The mod light will flash 1 or 2 times. 1 flash means Active Reload is on, 2 flashes means Active Reload is off.



Once Active Reload is on, you'll need to set its timing to each gun you use. To set Active Reloads timing, press and hold the "Right Bumper" button. You'll notice the active reload animation start. Release the "Right Bumper" when you would normally press the right bumper for an active reload. Active Reload will now be set perfectly for the rest of the time this gun is in use. You'll need to time this part perfect. The controller does not adjust for reaction time with this feature.