



v2.2

Master Mod

Thank you for your purchase!

This is the ultimate modded controller. With over 24 unique features and 20 save-able empty slots. The Master Mod controller comes preloaded with all the best mod features, allowing the gamer to place them in the most ideal slots. There is no controller on the market capable of this technology.

Operation is a breeze after understanding all the great advantages this controller offers. From an operation standpoint, the customization allows you to game normally, but with the upper hand! Make sure to read the instructions thoroughly before playing to maximize your gaming experience.

First, let's understand the terminology we will be using in the instructions:

Legend:

LT/RT = Left or Right Trigger

LB/RB = Left or Right Bumper

LS/RS = Left or Right Thumb-stick Click

Back Button = Button left of the center Guide Button

D = Directional Pad

LED = 3rd & 4th player LEDs will illuminate to navigate controller

General Mod Info and Operation:

This controller features 20 different "save-able" slots, with the first 10 containing preset rapid fire rates. The concept of the slot is a blank mode on the controller, that the user can then turn on any mod function desired. It allows you to make your own rapid fire to save in any slot and allows you to toggle on/off any individual mod feature and then save. Any *imitation* Evil Controller on the market would require you to continually cycle through game modes, to preset mod layouts, ultimately determining how you play the game. Our controller gives you the reins to toggle on any feature within any slot, over-writable and save-able as many times as you want.

Before we jump into the operation and the Game Mod features of your controller, let's go over the basic default way your controller will arrive. Your first 10 slots have our professionally tuned rapid fire for all of your favorite games. These rates are over-writable.

1. Modern Warfare 3 Rapid Fire
2. Battlefield 3 Rapid Fire
3. Gears of War 3 Rapid Fire
4. Black Ops, COD4 Rapid Fire
5. World at War Rapid Fire
6. Modern Warfare 2 Rapid Fire
7. Medal of Honor, Burst Fire
8. 8 Shots per second Rapid Fire
9. 9 Shots per second Rapid Fire
10. Halo 3, Rainbow Six Vegas 2, Left 4 Dead 1 & 2, GTA IV, 10 Shots per second Rapid Fire

These rates of fire are purely there for you to use immediately or you can start making your own rapid fire. It is encouraged to use the Adjustable Rapid Fire feature as it will maximize your favorite weapons! As mentioned above, customize your slots to your liking and overwrite them as many times as you want. With this controller you can default a slot to any tuned Rapid Fire rate from the game mode list above.

To assign a game mod function to a slot, simply select the slot first and then toggle the features on.

When selecting slots or features, press and **hold** the Dpad while **tapping** the slot/feature. Upon releasing the LED indicator will let you know it is toggled on. This is how all of the mods toggle on/off for the most part.

i.e. Hold Dpad Right and Tap X the proper # of times

To change slots:

DRight + X (#) amount of times = Slot selection

- There are 20 different blank save-able slots
- Each slot can store any feature the user desires, custom to your liking
- LED – 4th flashes every time X is pressed
- To Save your slot:
 - Switch slots or toggle the mod on/off. Removing batteries before doing so will forget that specific slot.

To toggle off/on:

DRight + Y = Quick Mod Off/On

- This will save your slot, so feel free to toggle it back on by performing the same combination.
- LED – 4th toggles off
 - **GOW3 Toggles on/off differently than everything else. Directions further down.**

To check slots:

Back + X = Slot selection indicator

- This features is for when you forget what slot you're in
- This flashes the LEDs in sequences of 5, followed by individual flashes if necessary
- LED – 4th flashes your slot #

To default slot to Preset Rapid Fire:

HOLD + HOLD

Back + RT = Enter Game Mode Selection

- LED – 3rd and 4th flashes briefly
- You must have a slot selected and no mods on besides rapid fire
- Make sure to continue *holding* the back button, upon releasing the RT for the next step
- This isn't a required feature to use, only if you prefer to use our rates over or in addition to your custom made rates.

HOLD + TAP

Back + X (#) amount of times = Select Game Rapid Fire Mode

- Refer to the list at the middle of this page for the proper #
- Once performed, let go and your preset will be selected for your slot.

To Master Reset:

- This will return your controller back to it original mod firmware from when you first received it. Do not do this unless you want to overwrite all of your slots rapid fire with the stock way it came. It will leave your features that are saved as is, only overwriting the rapid fire rates.
- First Toggle off the mod, but keep the controller on.

HOLD + HOLD + HOLD

Back + LB + LS for 7 seconds = Resets controllers mod firmware to stock

- Ideal for a fresh start
- LED – 3rd and 4th flashes briefly

Modern Warfare 3, 2, Black Ops, and COD4

Features:

1. *Rapid Fire*
 - a. *Independently toggle either LT or RT on*
 - b. *You can even enter adjustable rapid fire and make your own rate! Details further down.*
2. *Akimbo Fire*
 - a. *Toggle both triggers on*
 - i. *Dual rapid fire can be activated by holding down both triggers, or even just LT or RT*
3. *Auto-Burst (ONLY MW2 AND BLACK OPS COMPATIBLE)*
 - a. *Allows you to fire burst weapons fully automatic such as the M16*
4. *Auto-Scope*
 - a. *Causing your scope to steady with sniper rifles*
5. *Auto-Run*
 - a. *Allows you to run effortlessly without holding LS click in*
 - b. *Pull LT and release to initiate running, rather than clicking the thumb-stick in*
6. *Quick Knife*
 - a. *Allows you to knife twice as fast and initiates the auto-run feature for smoother game play. Push RS click in as usual to knife.*
 - b. *Semtex grenade must be equipped in order for Quick Knife to work.*
7. *Drop Shot*
 - a. *Allows you Drop Shot by holding RT. It will immediately drop you to the floor, allowing you to aim upwards at your opponent. This will be unexpected by them, giving you the upper hand.*
 - b. *Once dropshot is initiated, the mod will automatically disable dropshot so it doesn't affect your gameplay while you are prone.*

- i. To stand up and reactivate dropshot, simply press A to get up from the prone position or press LS.
 - ii. To stand up and keep dropshot deactivated, simply press B to get up instead (or RS if tactical layout)
 - c. Our technology is smart enough to know that when you are prone, it will disable the dropshot feature so you can continue firing. If it didn't, you would pop up and down as it would attempt the dropshot from the prone position rather than standing.
8. Fast Reload (*ONLY MW2 AND BLACK OPS COMPATIBLE*)
 - a. Allows you to reload any weapon faster than its normal rate, similar to Sleight of Hand.
 - i. It does not look like sleight of hand at all though
 - b. Some weapons have different reload compared to one another, so you have to adjust you mod accordingly. To do so, fire off a few rounds and then:
 - i. Press and the hold X button
 - ii. Release once the bullet count (bottom right of screen) shows a full magazine.
 1. The number of bullets will display as full once reloaded. It's at this point you let go of X and the mod saves the fast reload macro.
 - iii. Let go immediately
 - iv. To Test, fire off a few more rounds and then tap X.
 1. Hold RT after tapping X and it will immediately fire once it does the fast reload. You will be able to see the animation cut out.
 - v. It will appear to have "glitchy" animation, but that's just the macro cutting away unnecessary animation. It is difficult to tell the advantage without doing weapon comparison side by side with certain weapons.
 - vi. Remember, holding X down will start the process over again so make sure not to do that unless you want to.

Modern Warfare 3, 2, and COD4 Operation:

HOLD + TAP

DLeft + _ = Feature selection

DLeft + RT = Rapid Fire on/off

- LED - 4th

DLeft + LT = Rapid Fire on/off

- LED - 3rd

(LT + RT) + DLeft = Akimbo

- LED - 3rd & 4th

DLeft + A = Auto-burst (*ONLY MW2, BLACK OPS, and COD4 COMPATIBLE*)

- LED - 4th

DLeft + LS = Auto-scope/Auto-run

- LED - 3rd

DLeft + RS = Quick knife

DLeft + B for Tactical Layout users

- LED - 4th

DDown + B = Dropshot

- If you use tactical layout, use DDown + RS
- After the mod is toggled on, press A to stand up and it will keep drop shot on
- To get up and have dropshot off press B.
- A and B can now be used as quick off feature for dropshot.
- LED - 4th

DLeft + X = Fast reload (*ONLY MW2, BLACK OPS, and COD4 COMPATIBLE*)

- LED - 3rd

DRight + B = Resets slot to Rapid Fire only

- LEDs -
 - 4th stays illuminated

LEDs -

- When 1 feature on, stays illuminated
- When 2 features on, blinks twice
- When 3 features on, blinks three times

Battlefield 3

Features:

1. Rapid Fire

- a. Independently toggle either LT or RT on
- b. You can even enter adjustable rapid fire and make your own rate! Details further down.

2. Drop Shot

- c. Allows you Drop Shot by holding RT. It will immediately drop you to the floor, allowing you to aim upwards at your opponent. This will be unexpected by them, giving you the upper hand.

- d. *Once dropshot is initiated, the mod will automatically disable dropshot so it doesn't affect your gameplay while you are prone.*
 - i. *To stand up and reactivate dropshot, simply press A to get up from the prone position or press LS.*
 - ii. *To stand up and keep dropshot deactivated, simply press B to get up instead (or RS if tactical layout)*
 - e. *Our technology is smart enough to know that when you are prone, it will disable the dropshot feature so you can continue firing. If it didn't, you would pop up and down as it would attempt the dropshot from the prone position rather than standing.*
3. **Auto-Spot**
- a. *Spots your enemy simply by looking, aiming with LT or firing with RT*
 - b. *Places a marker above them, indicating their position for you to see*
 - i. *This marker does not go away until the person has been behind cover for more than 5 seconds.*
 - ii. *Your teammates can see the enemy on the map only, unless they have them in their sights it will show a mark above their head*
 - c. *By automatically marking with RT, you can mark an enemy in the middle of a gun fight that you may not survive. They will be marked for your teammates to finish them off for you.*
 - d. *You also will mark enemies unintentionally by just playing the game and looking around. Finding a sniper has never been easier!*
4. **Auto-Run**
- 1. *Allows you to run effortlessly without holding LS click in*
 - 2. *Pull LT and release to initiate running, rather than clicking the thumb-stick in*

Battlefield 3 Operation:

HOLD + TAP

DLeft + _ = Feature selection

DLeft + RT = Rapid Fire on/off

- LED - 4th

DLeft + LT = Rapid Fire on/off

- LED - 3rd

DDown + RS = Dropshot

- After the mod is toggled on, press A or LS to stand up and it will keep drop shot on
- To get up and have dropshot off press RS.
- A and RS can now be used as quick on/off feature for dropshot.
- LED - 4th

DLeft + Back = Auto-Spot

- LED - 3rd

DLeft + LS = Auto-run

- LED - 3rd

DRight + B = Resets controller to Rapid Fire only

- LEDs -
 - 4th stays illuminated

LEDs -

- When 1 feature on, stays illuminated
- When 2 features on, blinks twice

Adjustable Rapid Fire:

Features:

- a. *Allows you to create your own rates of fire on any weapon with precision. With the addition of the "pulse" feature, it maximizes your customizing ability.*
 - i. *Adjusts rate of fire*
 - 1. 15,000+ increments of speed in total
 - 2. *At times, it's possible for the rapid fire to be so fast that it doesn't register in the game. Try slowing it down at times.*
 - 3. *With such a wide range of increments, a small tap could mean a lot to your rate of fire.*
 - 4. *Try slowing automatic weapons down to reduce recoil and increase accuracy.*
 - ii. *Adjusts pulse width between the rate of fire for extreme precision.*
 - 1. 15 increments in total, 7 left 7 right and starting rate
 - a. *If you lose track where you are, simply max out one side and count backwards*
 - 2. *The pulse adjusting allows you to fine tune weapons like no other rapid fire controller.*
 - a. *To understand the concept of the pulse width, imagine this:*
 - i. *Rapid Fire is essentially RTRTRTRTRTRTRTRT in a repeating pattern*
 - ii. *Pulse width allows you to adjust the distance between each RT pull. So you could for example do:*
 - 1. RT RT RT RT RT RT
 - 2. RT RT RT RT RT RT

3. *Or even so fast RTRT doesn't even register at times in the game.*
3. *Pulse is a great feature to use, but isn't always necessary. First find the rate you like and then adjust the pulse width from there.*
- iii. *Test your rate as you adjust the controller with the Right Trigger before saving the rate.*

Adjustable Rapid Fire Operation:

First select your slot you want to adjust the rate of rapid fire.

DUp + RT = Adjustable Rapid Fire Mode

After toggled on, adjust with:

Dup / Ddown = Increase / decrease rate of fire

- *Tap-Hold up / down to adjust the rate*
- *LED – Flashes the rate of fire*

DLeft / DRight = Decrease / Increase pulse width

- *Tap left / right to adjust the pulse*
- *LED – Flashes when selecting*

Back Button = Save

- *LED – 3rd stays illuminated*
- *Try out your rate of fire at anytime with RT in games and once you are satisfied, simply save it. This feature is very sensitive, so take time fine tuning your weapon. In some instances, it is actually better to reduce the rate of fire, rather than increase to improve speed.*

Gears of War 3

Features Explained:

Features:

3. *Active Reload*
 - a. *Active Reload has many beneficial features such as:*
 - i. *Increases reload speed significantly*
 - ii. *Adds more damage to reloaded bullets*
 - iii. *Increases range of scorcher flame*
4. *Auto-Mark*
 - a. *When Left Trigger is pulled and aimed at an opponent, a mark will automatically occur.*
 - i. *This will place an indicator above your opponents location, giving your entire team an advantage as you will be able to track their location*
 - ii. *A lot of times, you will accidentally mark opponents indicating their position by just aiming in their direction!*
5. *Auto-Reload + Rapid Fire for both Hammerburst and Pistol*
 - a. *This feature allows the user to hold down Right Trigger for rapid fire, without having to be concerned about reloading before the clip empties.*
 - b. *This feature detects when the clip is emptied and automatically reloads for you by using a bullet counter. Refer to the FAQ for details.*
6. *Auto-Chainsaw*
 - a. *This will win you every single Lancer Chainsaw Duel Match*
 - b. *Press and hold Right Stick after initiating a duel to operate*
7. *Sawed Off Auto-Swap*
 - a. *This feature switches your weapon after firing to your primary rifle*
 - b. *The reload is so long with the Sawed Off, you're better off using the rifle immediately after firing.*
 - c. *When you go back to your shotgun, it will automatically Active Reload for you.*
8. *Auto-Revive*
 - a. *This feature will rapidly press A for you, to revive yourself.*
 - b. *When downed, toggle the mod on and it will rapidly press A to get yourself up as quickly as possible.*
 - c. *Does not work to revive teammates as that is done with the X button.*
9. *Save-able individual weapon slots*
 - a. *Each active reload can be assigned to individual D-pad buttons, making operation just as easy as playing.*

GOW3 General Mod Instructions:

This Gears Controller is very advanced, but do not be intimidated, as once you understand its operation it will be very simple to operate. Once you toggle on and assign your features, you just play the game as you normally would!

HOLD + TAP

Back Button + RB = Mod on/off

- LED –
 - On - Both 3rd and 4th illuminate momentarily
 - Off - 4th flashes

DUp + LB = Auto-Mark on

- LED –
 - On/off- 3rd and 4th flash, 3rd coming first

Back + A = Auto-Revive

- LED –
 - On- 3rd and 4th flash repeatedly
 - To toggle mod off, press either Thumb-stick in, Triggers, B, or RB.

Dpad Direction + X = Clears weapon slot to blank

- LED –
 - On/Off - Illuminated with quick flicker

GOW3 Operation:

Every weapon has different reload times and locations on the Dpad, so we must assign the proper weapon depending on what you're using. With this controller, you can actually assign a weapon to any dpad direction allowing you to play as normal.

To do so, you press **Dpad Direction + LB (#)** amount of times to match the diagram below.

Active Reload Layout

HOLD + TAP

Dpad Direction + LB (#) of times = Weapon selection

Dpad Direction + Y (#) of times = Special Weapon selection

LED –

This mode comes default blank, allowing you to customize it anytime.

When DLeft selected, 3rd is illuminated.

When DRight, 4th is illuminated.

When DDown is used both 3rd and 4th stay illuminated

When Dup, it clears all LEDs

HOLD + TAP

DLeft + LB

- 1x Gnasher
- 2x Sawed Off
- 3x Sawed Off Auto-Swap

DRight + LB

- 1x Lancer
- 2x Retro Lancer
- 3x Hammerburst *Casual*
- 4x Hammerburst *Ranked / Private / Horde*
- 5x Gnasher Hardcore

DDown + LB

- 1x Snub Pistol Auto-Reload & Rapid Fire
- 2x Snub/Boltok Pistol
- 3x Gorgon Pistol
- 4x Snub Pistol *Hardcore*

DLeft or Right + Y

- 1x Boom
- 2x Digger
- 3x Torque Bow
- 4x Scorcher
- 5x Longshot
- 6x One Shot*

*One Shot slot selection should be done before picking up the weapon, otherwise it will drop to the floor. The controller will however remember what your previous weapon setting was after you drop the one shot and push the proper dpad direction.

** If desired, you can actually cancel an Active Reload by pressing LB. Ideal if you know a reload will fail or it was initiated accidentally.

Example:

Your match starts with a Sawed Off, Lancer, and Snub Pistol. You would press:

DLeft + LB

2x Sawed Off

DRight + LB

2x Retro Lancer

DDown + LB

1x Snub Pistol

It will now remember each directions active reload, so you can switch back and forth between weapons without having to change modes. If you were to pick up a weapon, you would simply select **Dpad + LB** (or **Y** if special weapon) to match the diagram.

FAQ:

Q: My controller was working great, but now it isn't operating properly.

A: Make sure you have brand new AA batteries in your controller as power is usually the issue. Avoid using rechargeable battery packs as the battery strength depletes faster than Alkaline AA batteries.

Q: My controllers rapid fire isn't working properly, sometimes firing on its own or not allowing me to adjust the rate easily.

A: Make sure you have your rumble motors disabled in the game settings. This current version may not support rumble motors in certain games due to voltage spikes, which cause your rapid fire timing to be off.

Q: Does this controller work in other shooter games?

A: Yes! It works in every shooter game out there. With the ability to adjust any weapons rate of fire precisely, you'll never need another controller for any game.

Q: Can I use my rechargeable battery pack on my modded controller?

A: Yes, BUT it is not recommended. These batteries hold very little power and over time their capacity is reduced, making it more susceptible to malfunctioning.

Q: Does my controller have an included warranty?

A: Yes, your controller has an included 30 day parts and labor. If any issues arise with the functionality of your mod, we will fix it at no extra cost.

Q: Is my controller undetectable?

A: Yes, your controller is 100% undetectable and legal to use.

Q: How can I contact you?

A: You may contact us at 1-877-880-EVIL(3845) or via e-mail at info@evilcontrollers.com

Q: How come my slots wont save?

A: Make sure you do not disconnect the battery pack, until you save your slot. To save your slot, switch slots or toggle the mod off before powering down.

Gears of War 3:

Q: My Hammerburst and/or Pistol reload timing is way off.

A: Make sure your "bullet counter" is set properly. With these two weapons, you have an auto reload feature which counts how many bullets you fire before reloading. If you were to say die while firing a clip, the counter doesn't realize it and reloads sooner than expected. To reset the counter, simply perform an Active Reload and the counter will reset. If you switch back to an unloaded clip rather than dying, the weapon will need to be actively reloaded to reset timer (specific to hammerburst)

Q: I know active reload is in the right mode, but sometimes it misses still.

A: Make sure you are not "rolling" or performing an action when trying to reload. If you are still finishing an action in the game and you initiate the macro before the initial action is complete, it will offset the timing just enough to give you a failed reload. Also note that if you are behind a wall and you have to reach around to fire, it may offset the timing and cause a failed reload.

Call of Duty: Rapid Fire Compatibility

Modern Warfare 3			MK14	Barrett .50cal		Dragunov		RSASS		All Single Shot Pistols				
Black Ops			ASP		M1911		Makarov		Python			CZ75		M

MODERN WARFARE 2	FAMAS	M16A4	FAL		All Single Shot Pistols										
CALL OF DUTY 4			M16A4		G3		M14		M21		Dragunov	Barrett .50 cal			Al Pi
WORLD AT WAR			M1 Garand		M1A1 Carbine		SVT-40		Gewehr 43		All Pistols				

Auto-Burst Compatibility

Black Ops	M16		G11		SPAS-12		HS10								
MODERN WARFARE 2	FAMAS		M16A4		M93 Raffica										
CALL OF DUTY 4	M16A4														

Youtube Videos

Modern Warfare 3

Features:

8. Rapid Fire - <http://www.youtube.com/watch?v=G8T4m1I8bUw>
9. Akimbo Fire - <http://www.youtube.com/watch?v=eBhNB5ZzLoU>
10. Auto-Scope - <http://www.youtube.com/watch?v=TlyDwVI3BBI>
11. Auto-Run - <http://www.youtube.com/watch?v=tCAYHtLnYkc>
12. Quick Knife - <http://www.youtube.com/watch?v=HAUpDexbcxw>
13. Drop shot - <http://www.youtube.com/watch?v=hoSH0Rd9gYY>

Battlefield 3

Features:

1. Rapid Fire - <http://www.youtube.com/watch?v=g1Guo-GB5Ag>
2. Auto-Run - http://www.youtube.com/watch?v=rueh3h2p_Fc

Gears of War 3

Features:

1. Active Reload - http://www.youtube.com/watch?v=ET4XCisT_YA
2. Auto-Mark - <http://www.youtube.com/watch?v=VRfvNvlv55k>
3. Auto-Reload + Rapid Fire - http://www.youtube.com/watch?v=fNwYfW2L_1l
4. Auto-Chainsaw - <http://www.youtube.com/watch?v=3pzKmKK2JfE>
5. Auto-Revive - <http://www.youtube.com/watch?v=EPeLPbpJG0g>
6. Rapid Fire - <http://www.youtube.com/watch?v=-YLeoKP1niM>

Black Ops

Features:

1. Rapid Fire - <http://www.youtube.com/watch?v=4ERvusGbb98>
2. Akimbo Fire - <http://www.youtube.com/watch?v=Tiv5HJ9NGAA>
3. Auto-Burst - http://www.youtube.com/watch?v=ij-_w1ZciU0
4. Auto-Scope - http://www.youtube.com/watch?v=_3jZ6PWamKg
5. Auto-Run - http://www.youtube.com/watch?v=Nxl_E-QzCv0
6. Quick Knife - <http://www.youtube.com/watch?v=ICA10V4g1QA>
7. Fast Reload - http://www.youtube.com/watch?v=2h_v4CJR7qg