

W WELCOME TO THE EVIL FAMILY

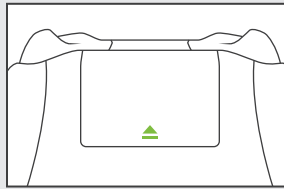
You are now the proud owner of an Evil Controller!

The Master Mod® is our ultimate controller that features every mod we offer for the Xbox One®. This controller includes 10 easy-to-use Rapid Fire profiles and 10 additional customizable profiles.

The Master Mod® comes with 9 different features compatible with *Call of Duty®*, *Battlefield®*, *Titanfall™*, *Destiny®*, *Dead Rising 3®*, *Watch Dogs™*, *Halo®* and many more titles. Our Adjustable Rapid Fire feature is compatible with all major first-person shooters and allows you to fine-tune the rate of fire in your favorite titles. For updates on the latest games and support, visit evilcontrollers.com or call **877-880-3845**.

To maximize your potential, be sure to fully read the instructions before operating the Master Mod®.

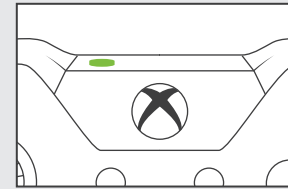
1 GETTING STARTED



BATTERIES

Insert two AA batteries.

Batteries near depletion may affect performance.

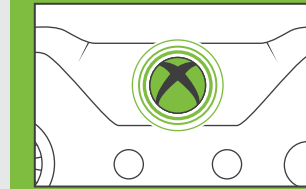


SYNC

Press and hold the connect button for 3 seconds. LED will blink quickly.

Point controller toward Kinect™ sensor or press the connect button on the console.

The Xbox® button will stay lit when connected.



LED / RUMBLE

Button combos will trigger LED and Rumble feedback.

The Guide Button LED will pulse in a heartbeat pattern when the Master Mod is activated.

1 Rumble = Mod OFF
2 Rumbles = Mod ON

2 ABOUT PROFILES

Your Evil Controller comes with 20 customizable profiles. They operate just like classes in *Call of Duty®*. Simply select the profile (class) and assign mods (perks).

By default, the first 10 profiles have a fire rate equal to that of their profile number. For example, profile 5 = 5 shots per second. Learn how to modify these defaults under ADJUSTABLE RAPID FIRE.

UPON CONTROLLER ACTIVATION, PROFILE 1 WILL AUTOMATICALLY BE SELECTED.

20 CUSTOMIZABLE PROFILES

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20

DEFAULT FIRE RATES

3 SELECT/CLEAR PROFILE

SELECT A PROFILE

Tap **X** (profile #) of times to choose desired profile. For example, tapping **X** 5 times = profile 5.



CLEAR ALL

Forgot what mods are on? Clear all in current profile.



4 PROGRAMMING MODS

RAPID FIRE



LEFT TRIGGER RAPID FIRE



AKIMBO RAPID FIRE



TACTICAL RAPID FIRE

① Activate mod. Pressing **Y** to swap weapons will also toggle Rapid Fire on/off.



② Toggle Rapid Fire on/off without switching weapons.



③ Return to standard Rapid Fire.



AUTO SCOPE



AUTO RUN



Tap **LT** to begin running.

AUTO SPOT *Battlefield 4®*



DROP SHOT

Default button layout:



Press **A** to stand up and keep Drop Shot active. Press **B** to stand up and deactivate Drop Shot.

Tactical button layout:



Press **A** to stand up and keep Drop Shot active. Press **RS** to stand up and deactivate Drop Shot.

Evil

MASTERMOD®
FOR XBOX ONE®




INSTRUCTION MANUAL



5 ADVANCED MODS

ADJUSTABLE RAPID FIRE



-  = Increase rate of fire.
 -  = Decrease rate of fire.
 -  = Lock rate of fire.
- TAP to increase by one step.
HOLD to increase continuously.

It's possible for the rate of fire to be so fast that it doesn't register in-game. Slowing automatic weapons down to reduce recoil and increase accuracy can be effective. Features 15,000 speed increments.



FAST RELOAD *Call of Duty: Ghosts®*

Functions like the Sleight of Hand perk, but does not animate in a similar manner. Because weapons reload at different rates, Fast Reload must be programmed and adjusted accordingly.



- Equip your gun of choice.
- Fire off a few rounds.
- Press and hold **X** to reload.
- Release **X** when the bullet counter shows a full magazine.
- Fire off a few more rounds.
- Test the reload by tapping **X**.
- Hold **RT** after tapping **X** and your gun will immediately fire once the Fast Reload is complete. The animation may appear "glitchy", but that's just the mod cutting away the unnecessary animation.

Note: Holding **X** will restart the programming process.

Fast Reload is only compatible with the following *Call of Duty: Ghosts®* weapons:

- Ameli
- LSAT
- Chain Saw
- FP6
- Tac 12

JITTER MOD (AUTO BURST) *Call of Duty: MWR (M16A4)*

Enter a profile then,



Activating jitter will disable Rapid Fire. Repeat function to disable jitter and reactivate Rapid Fire.

6 PROFILE FEATURES

CHECK PROFILE

Check current profile number. Pulse/Rumble indicates profile. For example, 5 pulses/rumbles = profile 5.



TOGGLE MODS ON/OFF

Quickly return controller to stock functionality.



LOCK

Prevent mods from being turned on/off during gameplay. Hold for 3 seconds. When LED pulses, release.



Note: In Lock mode, LED will turn off. Unless:

- Tactical Rapid Fire is active
- Drop Shot is active

MASTER RESET

Restore the controller to factory settings. Do not perform this operation unless you want to overwrite all of your customized profiles. **This action cannot be undone.**

Note: Mods must be toggled off in order to perform Master Reset.

Hold for 10 seconds.



7 MOD GLOSSARY

RAPID FIRE

Increase the rate of fire of pistols and semi-automatic weapons. Unload your magazine faster than your opponent.

LEFT TRIGGER RAPID FIRE

Increase the rate of fire of pistols and semi-automatic weapons equipped on your left trigger.

AKIMBO RAPID FIRE

Increase the rate of fire on both triggers while dual wielding your primary weapon.

TACTICAL RAPID FIRE

Toggle Rapid Fire on/off when switching weapons. For example, if your primary is fully-automatic and your secondary is semi-automatic, you can disable Rapid Fire on your primary while leaving it active on your secondary.

AUTO SCOPE

Steady your aim for the entire duration of scope mode.

AUTO RUN

Run without holding down **LS**.

AUTO SPOT *Battlefield 4®*

Automatically spot an enemy if they appear on screen.

DROP SHOT

Allows you to drop as you fire.

ADJUSTABLE RAPID FIRE

Create a preferred rate of fire for any weapon.

FAST RELOAD

Reload weapons very quickly

Gears of War Mods **MUST** be enabled before using them. Enabling the Gears of War Ultimate Mods will exit the controller from it's traditional settings and will limit the controller to Gears of War Ultimate Features. You can enter and exit this mode whenever you like.

ENTER GEARS OF WAR MODE



Exiting Gears of War Mode is done with the same Input as entering Gears of War Mode.

Note: Once Gears of War Mode is enabled, the RB will activate Active Reload Functionality. To disable that you will need to Exit Gears of War mode on the controller.

ADDING ACTIVE RELOAD TO YOUR EQUIPPED WEAPONS

You must hold the relevant Directional Button the weapon is equipped to, within the game. The available directions are:



STANDARD WEAPONS

After each LB press you will feel a motor rumble.



LANCER or HAMMERBURST: **1 LB Press**
GNASHER: **2 LB Press**



SNUB PISTOL: **1 LB Press**
BOLTOK PISTOL: **2 LB Press**

Note: Snub Pistol will have a persistent 12 round magazine.

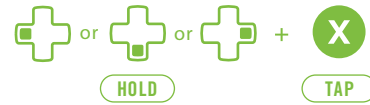
OTHER POWERUPS/PICKED UP WEAPONS

After each Y press you will feel a motor rumble.



BOOMSHOT: **1 Y Press**
LONGSHOT: **2 Y Press**
TORQUEBOW: **3 Y Press**

SELECTING NO WEAPONS



(Hold the direction corresponding with the Weapon profile you would like to have disabled).

Two motor rumbles will accompany this action if you have done it successfully. This will clear out the active weapon profile for **unassisted** gameplay. The other weapon slots will still stay active for successful active reloads.

Pressing the back button will reset the weapon profiles to default.

AUTO MARK

Auto Mark is a feature that will automatically mark your opponents that are within your field of vision while you hold LT. **Auto mark is automatically enabled** when entering Gears of War Mode.



DYING AND RESPAWNING

When you die in Gears of War, you will respawn with a default weapons. To reset your weapon slots to default weapons. Press the Back button.

Resetting your weapon slots to Default:

