

Evil

MASTERMOD[®]

FOR XBOX ONE

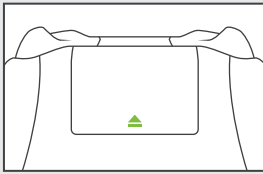


INSTRUCTION MANUAL



HOW-TO VIDEOS ON
TINYURL.COM/EVIL-INSTRUCTIONS

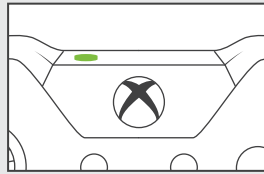
G GETTING STARTED



BATTERIES

Insert two AA batteries.

Batteries near depletion may affect performance.

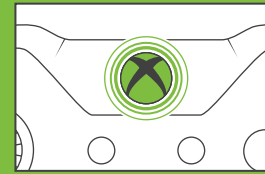


SYNC

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

1 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.



2 SELECT/CLEAR PROFILE

SELECT A PROFILE

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



Hold for 2 seconds.

CLEAR ALL

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



Hold for 2 seconds.

3 PROGRAMMING MODS

RAPID FIRE



LEFT TRIGGER RAPID FIRE



AKIMBO RAPID FIRE



TACTICAL RAPID FIRE

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



② Toggle Rapid Fire on/off without switching weapons.



③ Return to standard Rapid Fire.



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.

AUTO SCOPE / AUTO RUN



To enable Auto Run, tap **LT** while moving.

AUTO SPOT *Battlefield 4*®



Auto spot must be toggled off when in menu, otherwise the controller cycles through classes.

4 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.



- 1 Equip your gun of choice.
- 2 Fire off a few rounds.
- 3 Press and hold **X** to reload.
- 4 Release **X** when the bullet counter shows a full magazine.
- 5 Fire off a few more rounds.
- 6 Test the reload by tapping **X**.
- 7 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.

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.

5 PROFILE FEATURES

CHECK PROFILE

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



TOGGLE PROFILES 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.



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.

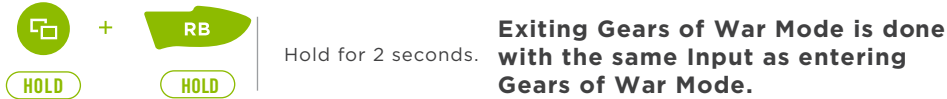


6

GEARS OF WAR 4 FEATURES

Gears of War Mode **MUST** be enabled before using them. Enabling the Gears of War Mode will exit the controller from it's traditional settings and will limit the controller to Gears of War 4 Features. You can enter and exit this mode before entering a mod profile. (Once you enter a mod profile, you will not be able to enter Gears of War mode).

ENTER 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.



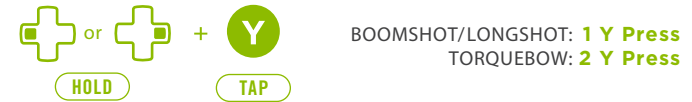
Note: Once you activate the Hammerburst, it will automatically be equipped with rapid fire.



Note: Once you activate the Snub Pistol, it will automatically be equipped with rapid fire.

SPECIAL WEAPONS

After each Y press you will feel a motor rumble.



Note: When firing a special weapon, the controller will perform an active reload.

AUTO REVIVE

Upon enabling, the LED will blink rapidly but will not rumble.



AUTO CHAINSAW

While in Gears of War mode, auto chainsaw will be active while you hold in right thumbstick click.

When auto chainsaw is active, the controller will rapidly press B for you.



SELECTING NO WEAPONS



Hold the direction corresponding with the Weapon profile you would like to have disabled (press A instead of X to re-enable).

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 view 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.



ADVANCED FEATURE: CUSTOM ACTIVE RELOAD

With so many weapons available in Gears of War 4, not all of them come pre-programmed on the controller. Custom active reload allows you to set your own active reload for any weapon.

INITIATE A RELOAD:



You tap LB during the perfect active reload moment for the weapon, it is now saved to the current weapon slot.

Tapping RB again will repeat what you recorded.

Perform the function again to re-record your active reload.

Note: At any time, you can switch back to any other weapon and return back to the weapon slot, your prerecorded reload will stay enabled. It will stay enabled if you press L/R D-Pad + A.

The reload is recorded even after powering down the controller.

SAVING WEAPON LOADOUT

Throughout the course of a Gear of War match, you will find yourself with different weapon loadouts.

SAVE WEAPON LOADOUT:



Note: Whatever you have currently selected (including user recordable reload) will be returned to when you press the view button.

The default setup is not saved, every time you use the controller after powering it down, you will have to reset the defaults.

DYING AND RESPAWNING

When you die in Gears of War, you will respawn with default weapons. To reset your custom active reloads, press the view button.

Resetting your weapon slots to saved reloads:



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