Thank you for your recent purchase from Controller Chaos! We want to make sure you enjoy all the benefits of your new controller with our quick start guide. This guide will instruct you on how to operate your controller properly utilizing all its features.

<mark>Highly Recommend:</mark> For video instructions please visit the following link: www.ControllerChaos.com/instructions.html

Step 1: Sync Your Controller with Your XBOX 360

- Turn on your XBOX 360 console
- Press and hold the Guide button on the controller until the controller turns on
- Press and release the sync button on the console
- Within 20 seconds, press and release the sync button on the controller
- When the lights surrounding the power button on the console stop flashing, the controller is connected

Step 2: Selecting Your Primary Modes

Your modded controller includes 3 primary modes to select from which are purple, green, and blue. These primary modes provide you with the ability to save your favorite options and access them quickly. These modes will appear in the 2nd player light position on your controller.

Depending on the option you chose for your controller this will determine how you turn on your primary modes.

Left D-Pad   **OR**   Tac Button (Optional)

D-Pad: By default the d-pad will be used to turn on your primary modes unless you purchased the optional on/off mod button.

To switch between your 3 primary modes, quickly tap left on the d-pad twice. Your 2nd player light will turn purple; you are now in primary mode 1. Repeat this process to cycle through all 3 primary modes. Once you have cycled through all 3 primary modes your 2nd player light will turn off and your primary modes will be off.

On/Off Mod Button (optional): If you selected our optional on/off mod button, your mode selection will be operated through the tac button located on the backside of the controller. This button is positioned on the right hand side of the controller. To cycle through the primary modes, quickly double tap the tac button.

Primary Mode 1 (Purple)   Primary Mode 2 (Green)   Primary Mode 3 (Blue)

Step 3: Selecting Your Sub-Modes

Now that you have mastered cycling through primary mode selection, we will go into detail on how to operate the sub modes. Our sub modes act as placeholders for rapid fire settings and add-on mods if you purchased any. There are 2 sub-modes within each primary mode. These sub-modes will appear in the 4th player light position.

Sub Mode
Light Position

To switch between sub mods, you first must be in a primary mode (purple, green, or blue). Once you are in a primary mode you can now activate your sub-modes. To activate your sub-modes tap left on the d-pad once. Your 4th player light will now be lit.

Important: If you have the on/off mod button, use this for sub-mode selection instead of the d-pad. Tap once to cycle through the sub-modes. There are 2 sub-modes within each primary mode.

Step 4: Setting Your Rapid Fire

Your modded controller includes a fully adjustable rapid fire feature. Your controller is capable of 1-30 shots per second. By default your controller is not programmed for rapid fire, below we will explain how to set your rapid fire.

Step 1: Select a primary mode. Your 2nd player light will be lit (purple, green, or blue).

Step 2: Single tap left on the d-pad or the on/off mod button. Your 4th player light will be lit and ready to be programed.

Step 3: Hold the right trigger down, while holding the trigger press and hold the d-pad to the left. If you have the on/off mod button hold the tac button down instead.

Step 4: Release the right trigger and d-pad or optional tac button. Your sub-mode light will turn dark blue now indicating that rapid fire is on.

Step 5: Hold the d-pad to the left or optional tac button to adjust rapid fire. Release button. Your 2nd player light will turn red.

Step 6: Use the left trigger to lower the shots per second and the right trigger to increase the shots per second. Your 4th player light will represent the 1s digit and the 3rd player light will represent your 10s digits.

Example: If your 3rd player light blinks once and your 4th player light blinks 5 times you have now set the shots per second to 15.

Step 7: To save your shots per second hold the d-pad to the left once or optional tap the on/off mod button for 2 seconds. Your 4th player light will turn a solid dark blue. You have now set your shots per second. Settings will save if you turn off the controller.

Important: As a general rule of thumb, 18-25 shots per second will fire best on compatible weapons for MW3. For a full list of weapon speed settings please visit the instructions page on our website (link at top of page). If a guns jams when firing your shots per second is set too high. If the gun is firing slow then your shots per second is set too low.

Step 5: Setting Your Add-On Mods (Optional)

If you purchased add-on mods for your controller these features will be enabled and ready to use. To active your add-ons you will be using the d-pad or the optional on/off mod button and the corresponding button listed below for each add-on. You will need to be in a primary mode as well as a sub-mode in order to activate any add-on mod.

Important: If you purchased the optional on/off mod button use this to activate your add-ons. D-pad functionality is disabled with the on/off tac button option.

Drop Shot (2 Options) - To activate drop shot hold down the "B" button then hold the d-pad to the left. Your sub mode light will turn red, drop shot is now active.

There are two options within drop shot. To switch between options hold down the "B" button then hold down the d-pad to the left until the red light in player position 4 flashes the number of times for the option you want then quickly release the "B" button and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: Drop Shot w/ Rapid Fire - Drop shot is disabled when pulling left trigger, rapid fire is enabled. This is ideal for single and semi-auto weapons.

Option 2: Drop Shot w/o Rapid Fire - Rapid fire is disabled and drop shot is disabled with pull of left trigger. This is ideal for fully auto weapons.

Special Option: To activate drop shot tactical in option 1 or 2, hold down the right thumbstick then press and hold the d-pad to the left to activate. White light twinkle will confirm your option selection.

Auto-Burst (4 Options) - To activate auto-burst hold down the "A" button then hold the d-pad to the left. Your 4th player light will turn green; auto-burst is now active.

There are 4 options within auto-burst. To switch between options hold down the "A" button then hold the d-pad to the left until the green light in player position 4 flashes the number of times for the option you want then quickly release the "A" button and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: 2-Round Burst - Shoots your single and semi-auto weapons in bursts of 2 bullets.
Option 2: 3-Round Burst - Shoots your single and semi-auto weapons in bursts of 3 bullets.
Option 3: 4-Round Burst - Shoots your single and semi-auto weapons in bursts of 4 bullets.
Option 4: 5-Round Burst - Shoots your single and semi-auto weapons in bursts of 5 bullets.

Sniper Breath (2 Options) - To activate sniper breath hold down the "left thumbstick", then hold the d-pad to the left. Your 4th player light will light up pink; sniper breath is now active.

There are two options within sniper breath. To switch between options hold down the "left thumbstick" then hold the d-pad to the left until the pink light in player position 4 flashes the number of times for the option you want then quickly release the "left thumbstick" and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: Standard - Automatically hold breath when scoped in using left trigger.
Option 2: Double Tap - Automatically holds breath when scoped in with left trigger, takes 2 shots when right trigger is pulled. This is adjustable from 1 to 30 shots per second (3-5 SPS is ideal).

Jitter (3 Options) - To activate jitter hold down the "Y" button, then hold the d-pad to the left. Your 4th player light will light up yellow; jitter is now active.

There are three options within jitter. To switch between options hold down the "Y" button until the yellow light in player position 4 flashes the number of times for the option you want then quickly release the "Y" button and d-pad to set option. White light twinkle will confirm your option selection.

Option 1: Standard - This option will turn your 3 burst weapons into fully auto.
Option 2: Aim Disable w/o Rapid Fire - When scoping in with left trigger, rapid fire is disabled but jitter is still active when not scoped.
Option 3: Aim Disable w/ Rapid Fire - Scoping in with the left trigger will disable jitter but will still shoot with rapid fire.

Important: Jitter has been patched for MW3.

Fast Reload (1 Option) - To activate fast reload, quickly tap the "X" button 3 times. You will see player 3 light position turn red, fast reload is now active. To adjust the fast reload speed hold down the "X" button and then hold the d-pad to the left. Your 2nd player light will now be lit red, you can now adjust the speed using the left and right triggers (settings 1-255). Once you have set your speed hold the d-pad to the left to save your setting.

Important: Please visit our website for speed settings (see link at top of page). Fast reload has been patched for MW3.

Quick Scope (3 options) - To activate quick scope pull left trigger and then press and hold the d-pad to the left until you see your 4th player light turn light blue, continue holding both the left trigger and d-pad until you have reached options 6, 7, or 8. These are your quick scope options, see below for details.

Option 6: COD Black Ops - This option is for Black Ops only.
Option 7: COD MW3 - This option is for MW3 only.
Option 8: Quick Scope w/ Rapid Fire - This option offers rapid fire with quick scope. Rapid fire is adjustable in this option; recommend speed settings is 3-5 shots per second for most weapons.

Auto-Aim (2 Options)- To activate auto-aim pull left trigger and then press and hold the d-pad to the left until you see your 4th player light turn light blue, continue holding both the left trigger and d-pad until you have reached options 4 or 5. These are your auto-aim options, see below for details.

Option 4: Auto Aim w/o Rapid Fire - This option will auto-track the closest target in Zombie (Black Ops), campaign and offline modes. Rapid fire is disabled.

Option 5: Auto Aim w/ Rapid Fire - This option will auto-track the closest target in Zombie (Black Ops), campaign and offline modes. Rapid fire is enabled.

Akimbo (3 Options) - To activate akimbo pull left trigger and then press and hold the d-pad to the left until you see your 4th player light turn light blue, continue holding both the left trigger and d-pad until you have reached options 1, 2 or 3. These are your akimbo options, see below for details.

Option 1: Basic Akimbo - With this option you can use the left or right trigger individually or at the same time. Rapid fire enabled.

Option 2: Single Trigger Akimbo - With this option the left trigger is automatically pulled with the right trigger simultaneously.

Option 3: Single Trigger Akimbo w/o Rapid Fire - With this option the left trigger is automatically pulled with the right trigger simultaneously. When used with fully auto weapons scoping and shooting is done automatically with the pull the trigger.

Active Reload (7 Options)- To activate active reload, quickly tap the right bumper button 3 times. You will see player 3 light position turn red; active reload is now on.

To cycle through your options hold the d-pad to the left then hold down the RB (right bumper) at the same time. Your 4th player position light will flash red, continue to hold the d-pad and RB until you have reached the desired option indicated by the number of light flashes.

Option 1: Lancer
Option 2: Piston
Option 3: Shot gun, human - You have to wait until the bullet is exiting the chamber, then press the right bumper for the perfect reload.
Option 4: Sniper and long shot - Must fire using the right bumper or you won't have an active reload.
Option 5: Sawed-off shotgun (GOW 3 only) - Must fire using the right bumper or you won't have an active reload.
Option 6: Retro Lancer (GOW 3 only)
Option 7: Hammerburst

Master Mod - The master mod includes all the listed add-ons above. Follow the above instructions to active each add-on.

Modes Illuminating Thumbsticks (Optional)

Our illuminating thumbsticks feature a 10 mode option including sub-modes within each mode as well as speed changes for most modes.

Turning On - Tap the tac button on the backside of the controller. If you have the optional on/off mod button your illuminating thumbstick button will be located on the left hand side of the controller.

Switching Modes - To cycle through the modes of the illuminating thumbsticks, continue to tap the tac button. Once you have reached mode 10 the next tap will turn off the illuminating thumbsticks.

Changing Colors - All modes feature a sub-mode which will change the colors of the LEDs. Once you are in a mode, quickly double tap the tac button. Your colors will now have changed. There is many different colors available.

Changing Speeds - All modes except mode 1 feature speed settings for changing the speed of the lights. Triple tap the tac button on the backside of the controller to change your speed setting for the mode you are in.

Ring of Light Color Chart

Rapid Fire   Drop Shot   Auto-Burst   Sniper Breath   Jitter   Fast Reload Active Reload   Auto-Aim Quick Scope