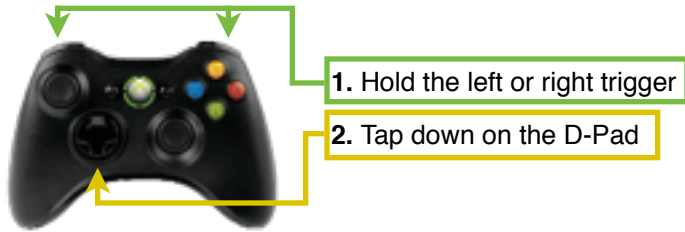


QuickScope

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 3rd player light will flash.



Mimic Fire

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.



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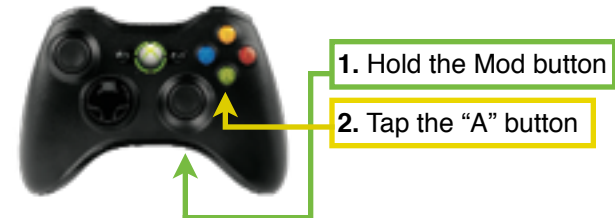
www.modcontrollers.net

Please Note: These are additional Mods that are purchased individually. Depending on what you purchased, your controller MAY or MAY NOT include some or all of these features.

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 third player 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. Make sure you don't "run" before your player stands back up, otherwise your player will drop as soon as he stands back up.

DropShot can be turned on or off at any time. To turn DropShot on, hold the Mod button and tap the "B" button. The third player 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.

