10-Mode XBOX 360 Rapid Fire Mod Kit Instructions

Thank you for your recent purchase of our Xbox 360 rapid fire mod kit! We hope this guide will answer any questions you may have during your installation of the kit. After completing this tutorial, you will have successfully applied the famous rapid fire mod!

This installation requires soldering several wires to extremely small confined spaces. We do not advise attempting this installation if you are a beginner at soldering. We recommend reading through all of the instructions and understanding them before beginning your installation.

IMPORTANT! Wordene Electronics accepts no liability for any damage caused to yourself or any other equipment while installing any of our products. If you are not 100% certain that you can install the chip, please ask someone to install it for you, or return the kit unused. Proceed with this installation at your own risk.

When you purchase our rapid fire mod kit you'll have everything you need to apply the mod except the two items posted below. You will **NEED** to purchase the following:

1. T8 Torx security screwdriver (you can get this at an auto parts store or on eBay).
2. 15-30 watt soldering iron (RadioShack or Wal-Mart)

The next three items are **OPTIONAL** but will make things easier.

1. 30 AWG wire stripper/cutter
2. Hot glue gun
3. Tape

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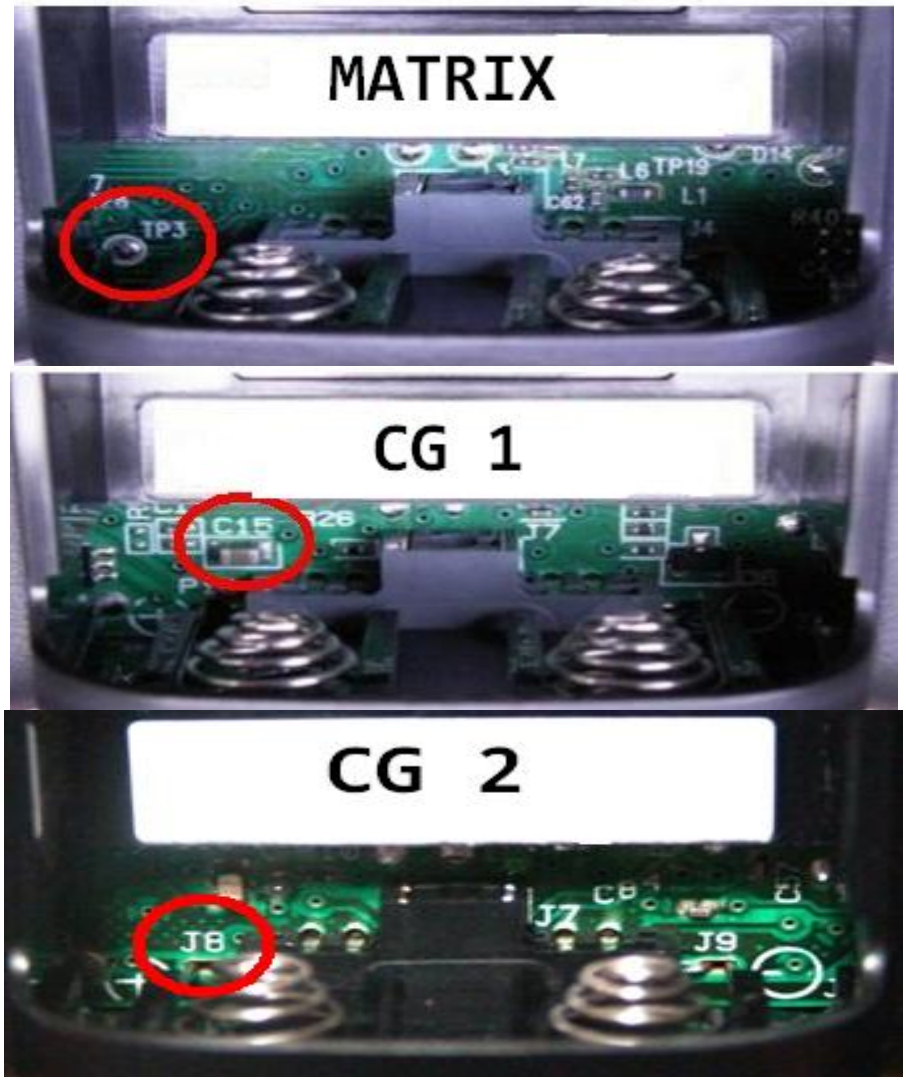
Step 1: Determine your board type

First, you'll need to find out what type of board you have. Microsoft has released three different boards. The older one is called the matrix and the newer ones are called the CG1 and CG2. You will need to take off your battery cover to determine which board you have. Each board has a different identifier in the bottom left region. We've circled them in red in the pictures below. The Matrix board will have a TP3, the CG1 will have a C15, and the CG2 will have a J8 (please see pictures below). Also, both CG boards are wired the same way. Meaning, if you have either a CG1 or a CG2, you will still be using the same CG wiring diagram.

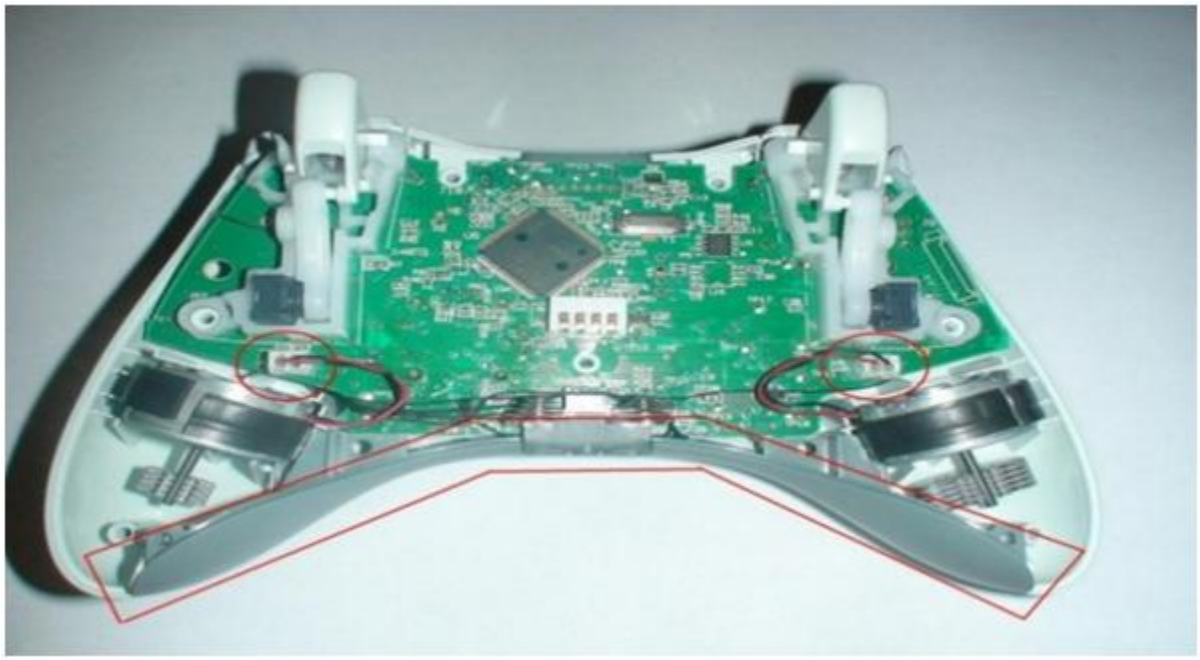


Step 2: Removing the outer shell

Ok, now were going to get the board out of its plastic casing. Use your T8 screwdriver and take out the 7 screws on the back side of your controller and remove the bottom case that these screws were in.

Step 3: Taking out the board

OK, now remove both rumble packs and the gray piece at the bottom (circled in red). Now you should be able to lift the board out of its shell.



Now that the board is out of its top shell, do not remove the rubber pads or tip the top shell upside down because all the buttons will fall out. Here's a picture of the top shell with the pads still in it.

Ok, now that the board is out of its shell we need to take off both thumb sticks. They get in the way of soldering. They are also very easy to damage with the iron so be sure to take them off. After this, the board is ready to be worked on and will look like our diagrams posted below.

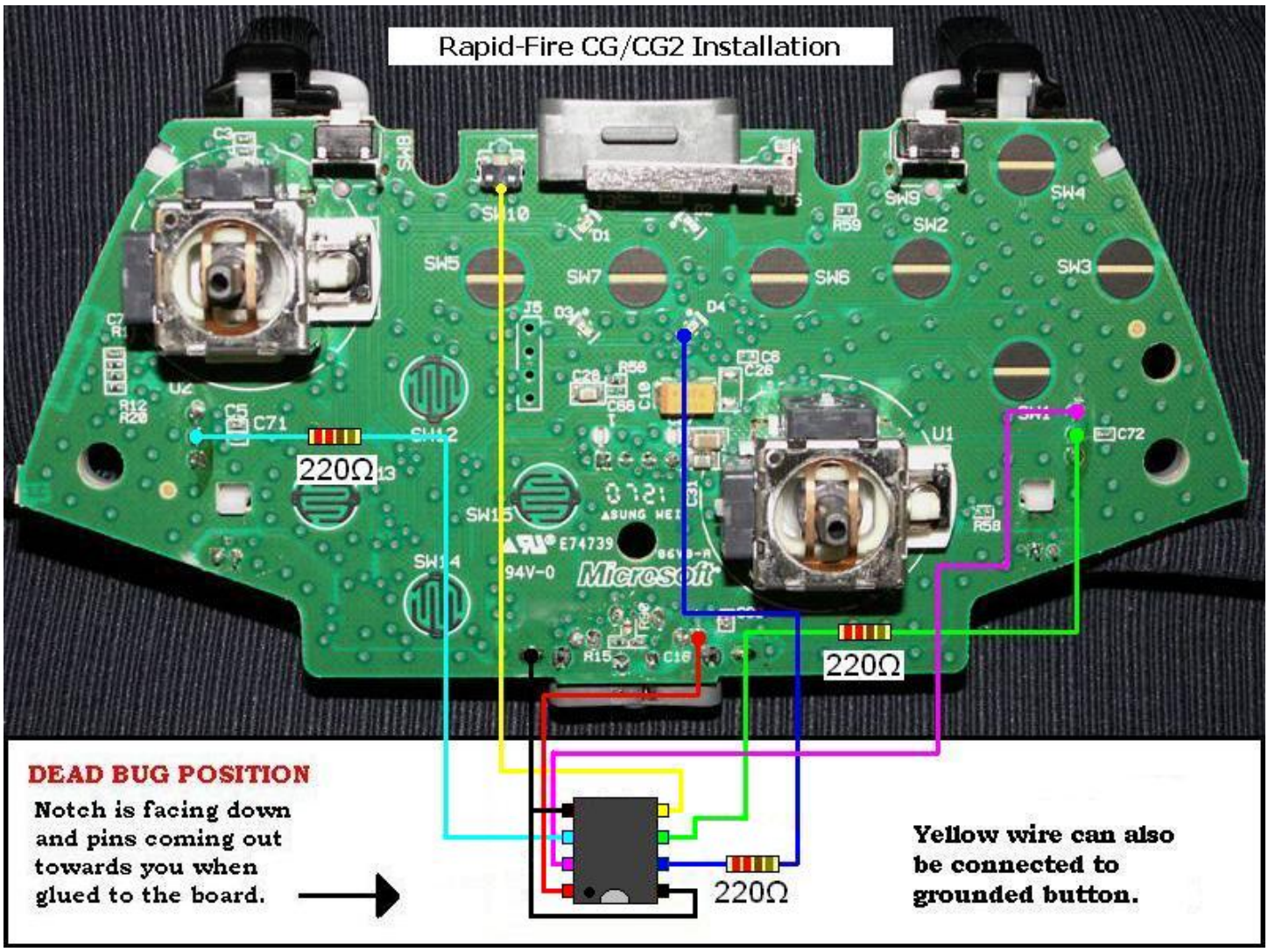
STEP 4 IS FOR THE CG1/CG2 STYLE BOARDS ONLY. IF YOU HAVE A MATRIX PLEASE SKIP TO STEP 5.

Step 4a: Examine CG1/CG2 Wiring Diagram

It's best if you become familiar with your board type before beginning any actual soldering. Please examine the diagram for the CG/CG2 board type below.

The picture below is the wiring diagram for the CG1/CG2 board types. Use the information from step 1 to determine if this is the board you have.

Take note that the CG1/CG2 diagram has three 220 ohm resistors and the chip getting connected to the board by 8 wires.



IMORTANT! Take note on how the chip is oriented in the diagrams. Hot glue it to the board exactly how it's shown. When the chip is hot glued face down on the board, the small notch or circle will be facing you and glued to the board. The pins of the chip will be pointing up (dead bug position). Make sure you have the chip in its proper orientation before soldering to its pins. In other words, don't make the mistake of soldering it upside down.

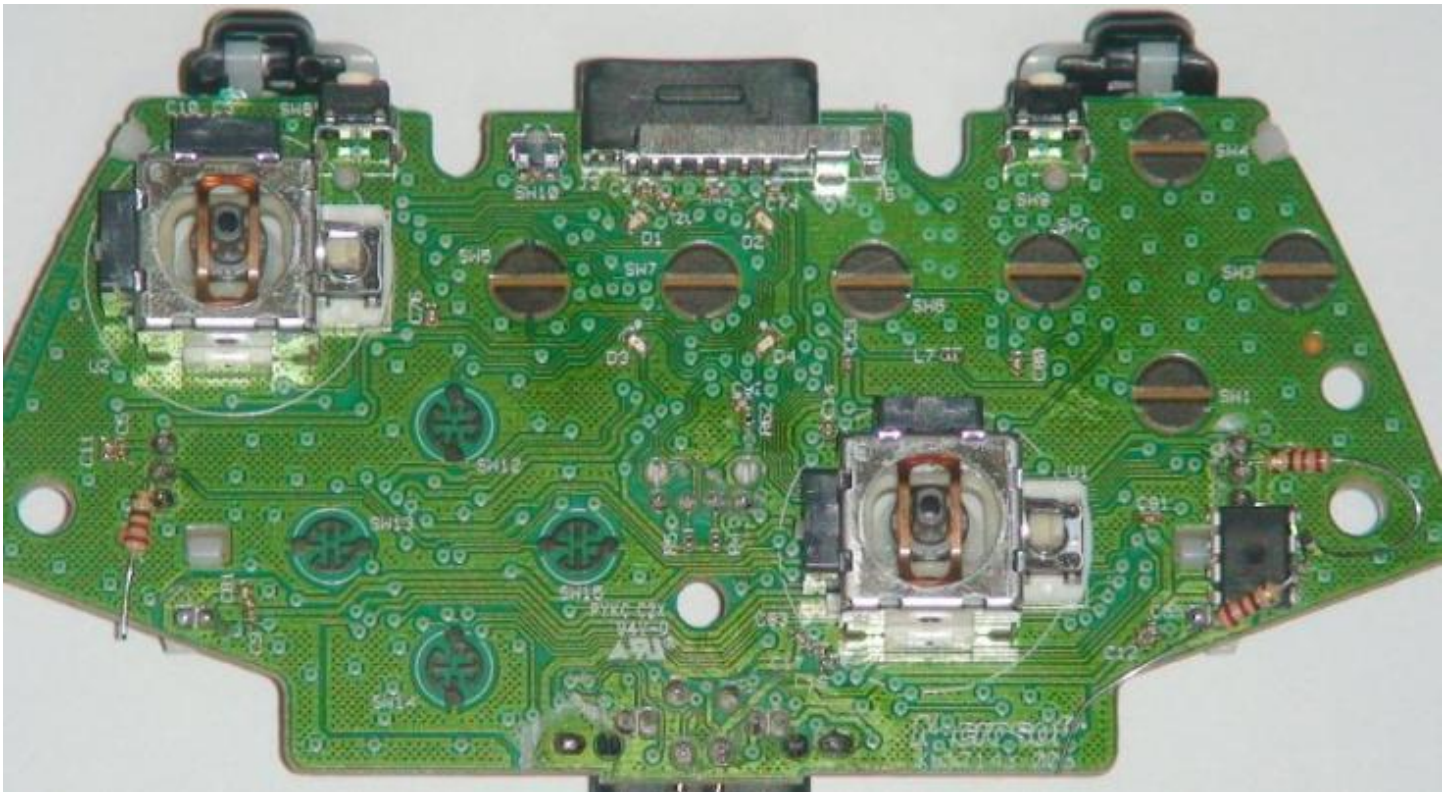
Step 4b: Glue chip to board (CG1/CG2)

In this picture we show you where to hot glue the chip to the board and how we carefully bend the pins inward. It's easier to solder this way. Remember the notch should be glued down and facing you at the bottom of the chip.

Don't be rough with the pins as they are fragile and can snap off!

Step 4c: Resistor locations (CG1/CG2)

Below is a picture that indicates where to place the 220 ohm resistors.



Step 4d: Cut & Strip wire lengths then attach to chip (CG1/CG2)

Cut 8 individual wires to the lengths below then strip both ends.

1. Yellow wire (sync) = 5.75 inches
2. Blue wire (LED) = 4.75 inches
3. Red wire (power) = 2.25 inches
4. Black wire (ground) = 3.5 inches
5. Black wire (ground) = 3.5 inches
6. Teal wire (left trigger) = 4.5 inches
7. Purple wire (Top pin on right trigger) = 1 inch
8. Green wire (right trigger) = None! The resistor, shown in step 4c, will act as the wire.

In your kit you will get one long wire. You can use this wire for all of the connections to the board and chip. You do not need all the different colored wires in the diagrams. They are there for easy identification.
NOTE: If you don't have a wire stripper, you can use a lighter to burn off the plastic on each end of the wire. You'll need at least 1/8 of an inch of bare wire showing.

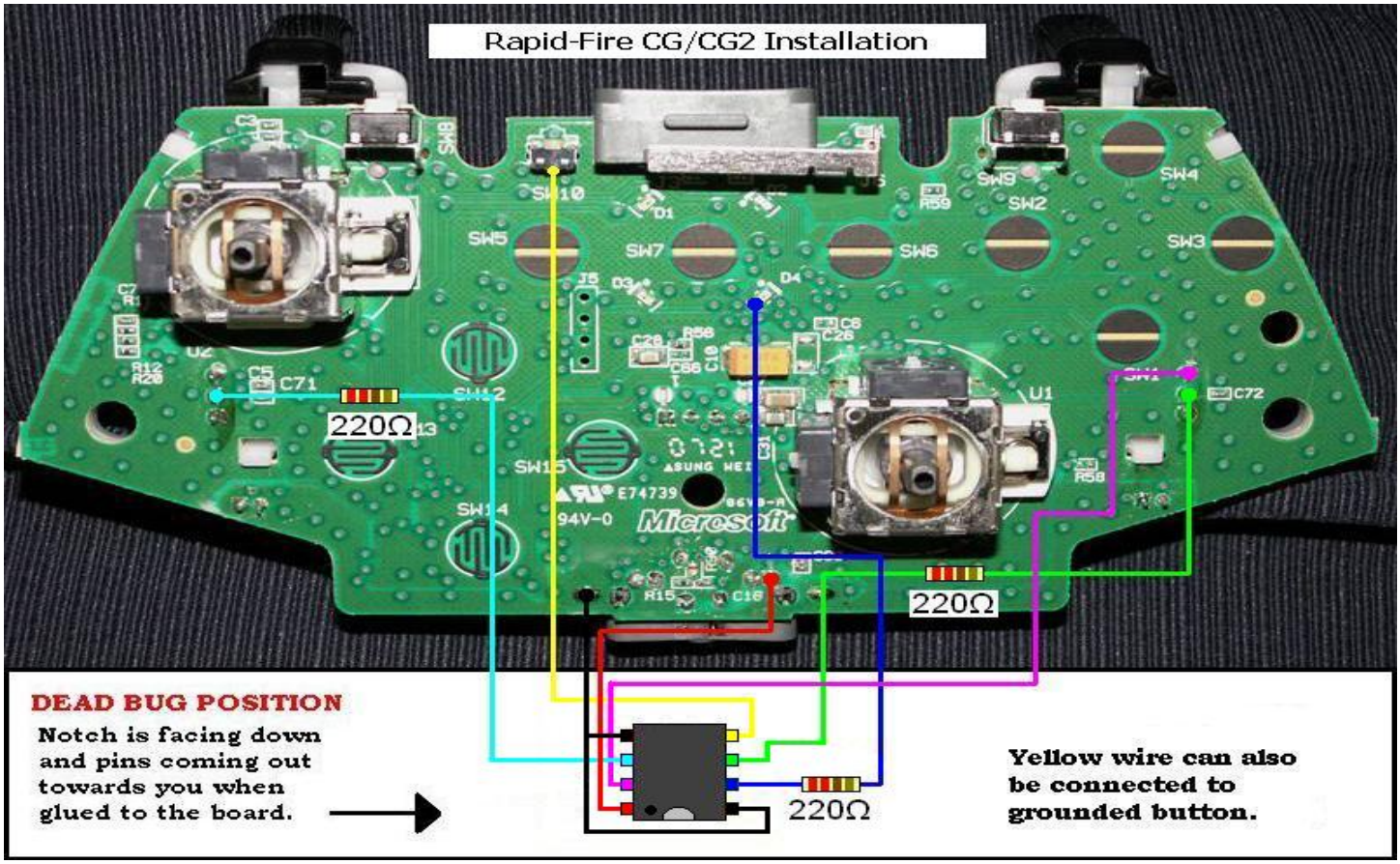
Below is a color coded picture showing you which pin each wire will be soldered to. They are color coded according to the wires you cut above. The top right pin is yellow so the yellow wire will get soldered to that pin. After attaching this wire, please finish attaching the remaining 7 wires according to the color code. For example, the second wire you were instructed to cut was the blue wire (LED). Please attach this wire to the blue pin in the picture below. Note that the blue pin will already have a resistor attached to it. This means you will be connecting the wire to the end of the resistor. Please continue until all wires have been attached.

IMPORTANT: Do not solder anything with power to the controller. Meaning, make sure the board is out of its shell and no batteries are connected. Also, while soldering, be sure to **NOT** touch more than one pin with your iron. Meaning, do not let your iron touch more than one pin at a time. If you do, you may destroy the chip and it will need to be reprogrammed to work correctly.

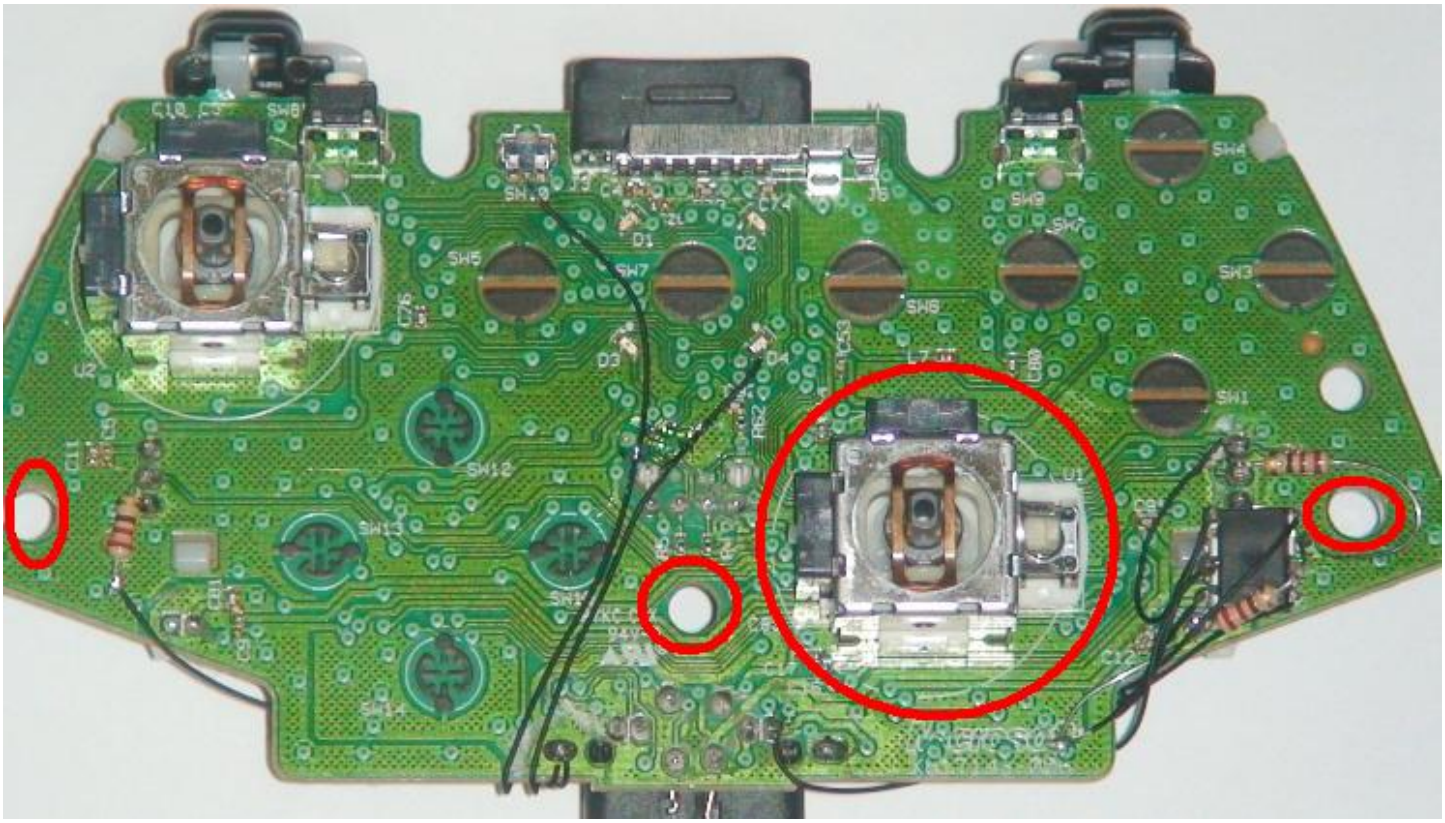
Step 4e: Attach wires to board (CG1/CG2)

This first picture is showing you how to run your wires underneath the board. It's best if you follow the same method as it keeps the wires from getting pinched when you put the shell back on. As you can see we run the wires underneath the board (bottom side) just behind the AA battery pins.

This next picture is actually the diagram we had you examine in step 4a. After you've ran the wires underneath the board (bottom side), simply connect the wire to its proper solder point on the board (top side). Meaning, please follow the diagram pictured below and the wire path pictured above to attach the wires to the board.



Finally, this last picture shows you how the board should look when everything has been attached. Keep away from the red circles as this will pinch your wires when the shell goes back together! You can use hot glue to make sure the wires don't move around on you.



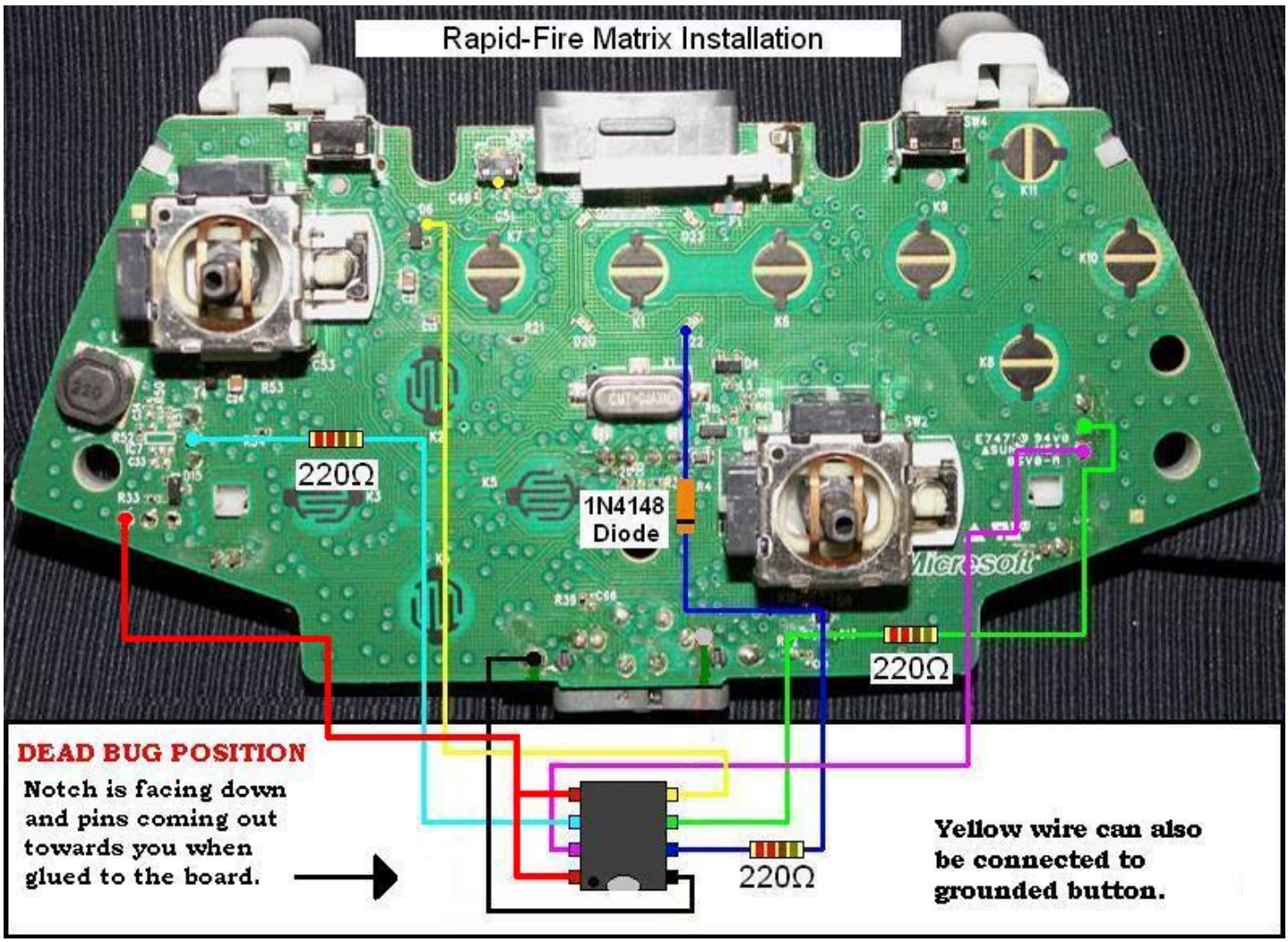
STEP 5 IS FOR THE MATRIX STYLE BOARDS ONLY. IF YOU HAVE A CG/CG2 PLEASE GO BACKTO STEP 4. If you've already completed step 4 continue to step 6.

Step 5a: Examine MATRIX Wiring Diagram

It's best if you become familiar with your board type before beginning any actual soldering. Please examine the diagram for the Matrix board type below.

The picture below is the wiring diagram for the Matrix board type. Use the information from step 1 to determine if this is the board you have.

Take note that the Matrix diagram has three 220 ohm resistors, a diode (1N4148), and the chip getting connected to the board by 8 wires. The Matrix board does require the use of the diode (1N4148) installed with the black band facing the chip. It won't work without this.



IMORTANT! Take note on how the chip is oriented in the diagrams. Hot glue it to the board exactly how it's shown. When the chip is hot glued face down on the board, the small notch or circle will be facing you and glued to the board. The pins of the chip will be pointing up (dead bug position). Make sure you have the chip in its proper orientation before soldering to its pins. In other words, don't make the mistake of soldering it upside down.

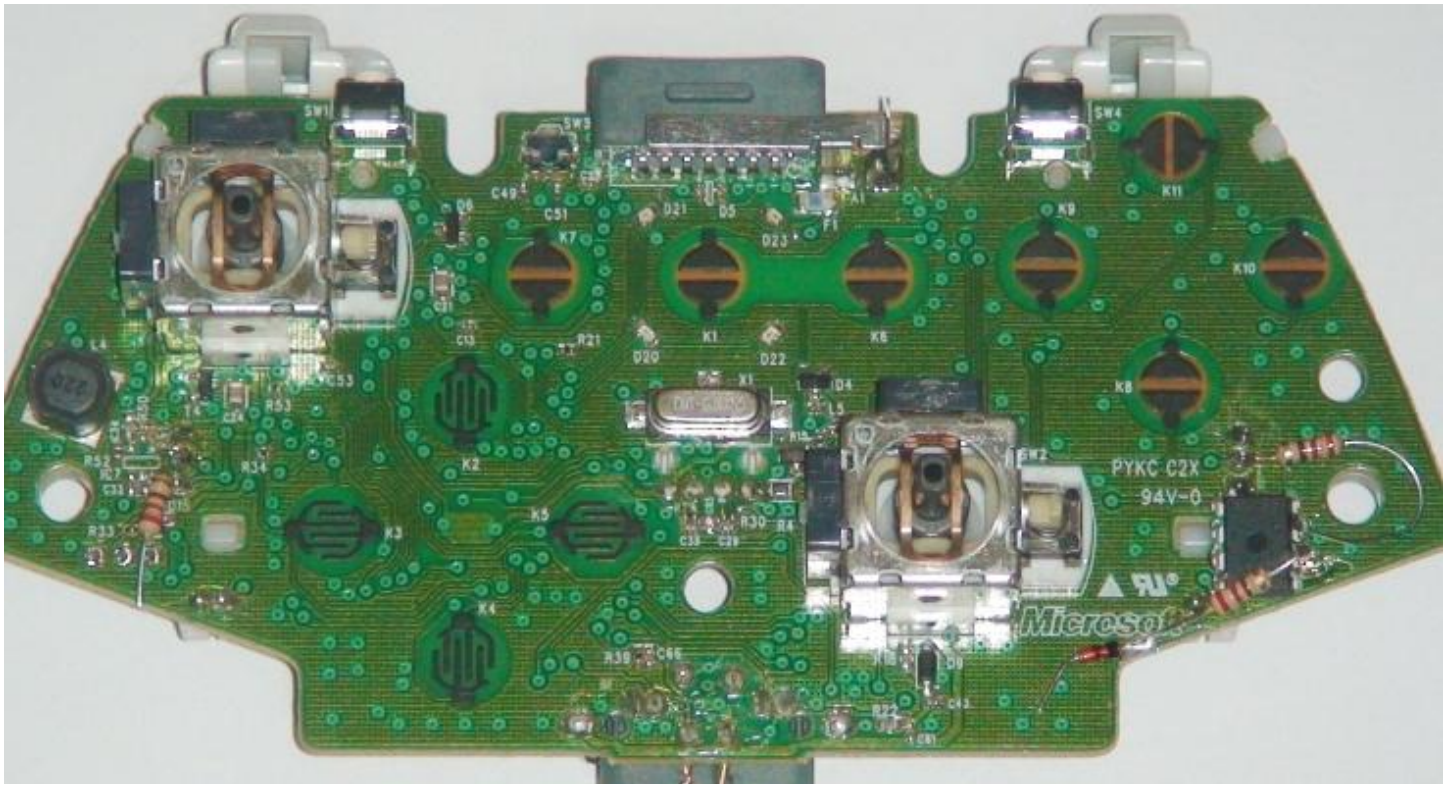
Step 5b: Glue chip to board (MATRIX)

In this picture we show you where to hot glue the chip to the board and how we carefully bend the pins inward. It's easier to solder this way. Remember the notch should be glued down and facing you at the bottom of the chip.

Don't be rough with the pins as they are fragile and can snap off!

Step 5c: Resistors and diode locations (MATRIX)

Below is a picture that indicates where to place the resistors and diode. Solder the two 330 ohm resistors on the left and right triggers and the 100 ohm resistor onto the chip. Finally, solder the diode with its black band facing the chip onto the 100 ohm resistor.



Step 5d: Cut & Strip wire lengths then attach to chip (MATRIX)

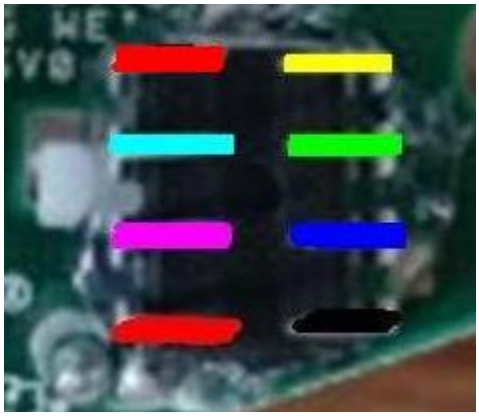
Cut 7 individual wires to the lengths below then strip both ends.

1. Yellow wire (sync) = 6.25 inches
2. Blue wire (LED) = 4.75 inches
3. Red wire (power) = 4.5 inches
4. Red wire (power) = 4.5 inches
5. Black wire (ground) = 3.5 inches
6. Teal wire (left trigger) = 4.5 inches
7. Purple wire (Bottom pin on right trigger) = 1 inch
8. Green wire (right trigger) = None! The resistor, shown in step 5c, will act as the wire.

In your kit you will get one long wire. You can use this wire for all of the connections to the board and chip. You do not need all the different colored wires in the diagrams. They are there for easy identification.
NOTE: If you don't have a wire stripper, you can use a lighter to burn off the plastic on each end of the wire. You'll need at least 1/8 of an inch of bare wire showing.

Below is a color coded picture showing you which pin each wire will be soldered to. They are color coded according to the wires you cut above. The top right pin is yellow so the yellow wire will get soldered to that pin. After attaching this wire, please finish attaching the remaining 7 wires according to the color code. For example, the second wire you were instructed to cut was the blue wire (LED). Please attach this wire to the blue pin in the picture below. Note that the blue pin will already have a resistor and the diode attached to it. This means you will be connecting the wire to the end of the diode. Please continue until all wires have been attached.

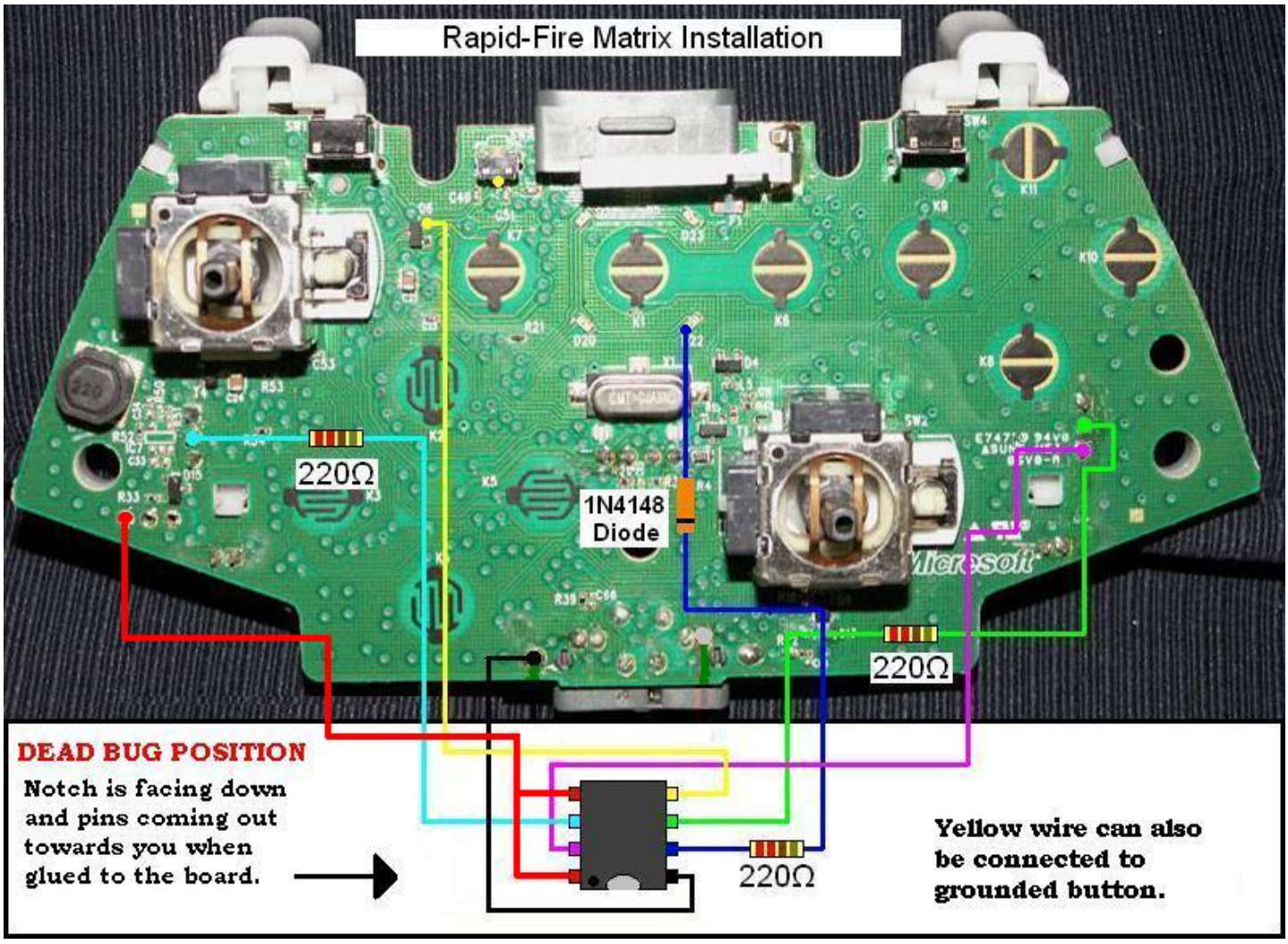
IMPORTANT: Do not solder anything with power to the controller. Meaning, make sure the board is out of its shell and no batteries are connected. Also, while soldering, be sure to **NOT** touch more than one pin with your iron. Meaning, do not let your iron touch more than one pin at a time. If you do, you may destroy the chip and it will need to be reprogrammed to work correctly.



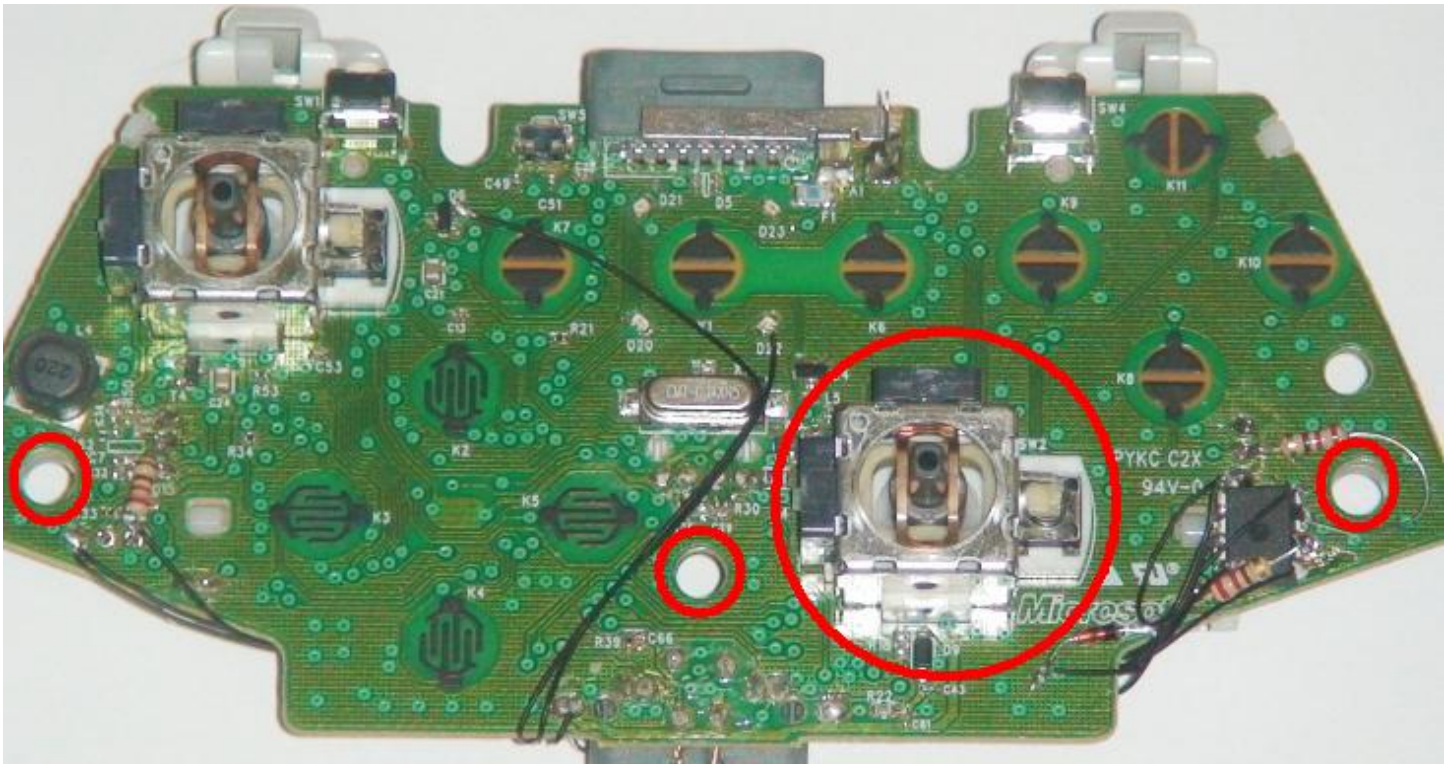
Step 5e: Attach wires to board (MATRIX)

This first picture is showing you how to run your wires underneath the board. It's best if you follow this same method as it keeps the wires from getting pinched when you put the shell back on. As you can see we run the wires underneath the board (bottom side) just behind the AA battery pins.

This next picture is actually the diagram we had you examine in step 5a. After you've ran the wires underneath the board (bottom side), simply connect the wire to its proper solder point on the board (top side). Meaning, please follow the diagram pictured below and the wire path pictured above to attach the wires to the board.



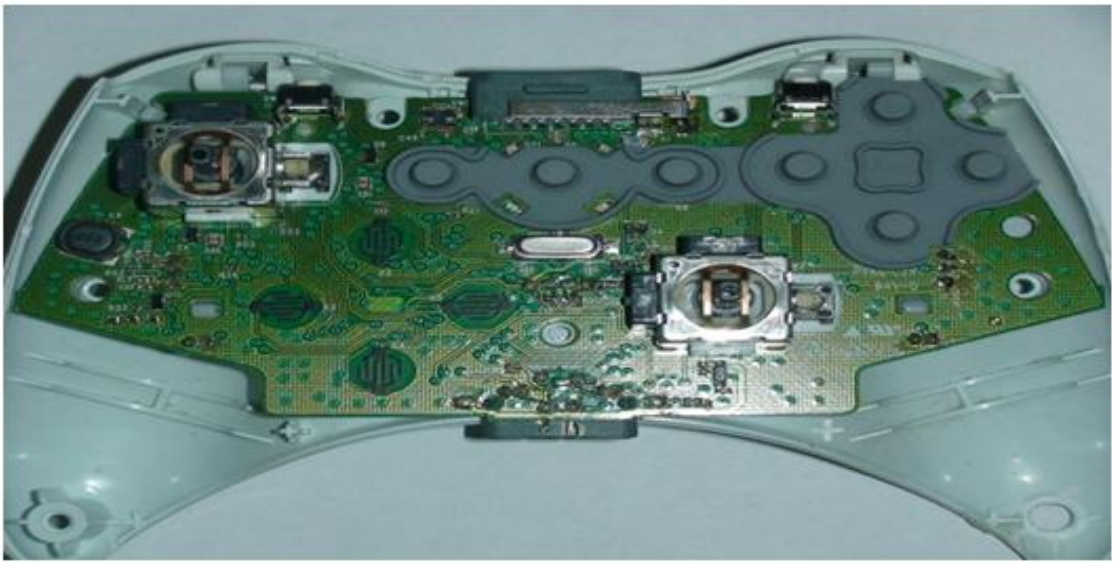
Finally, this last picture shows you how the board should look when everything has been attached. Keep away from the red circles as this will pinch your wires when the shell goes back together! You can use hot glue to make sure the wires don't move around on you.



Step 6: Testing

Now we're going to check to see if the mod works. The easiest way to do this is to place your board in the bottom portion of the shell. Now put a battery pack in it. Take the rubber piece that the guide button presses to turn on the board and use it to turn on your controller (see picture below). Does player four blink rapidly? If so, you're rapid fire is working! Please turn off your controller and keep reading below as you'll need to calibrate your triggers before using the mod.

We recommend you hot glue all of the solder points except the LED one. There should be a total of six points on the board and then the whole chip should get glued as well. This isn't required but it will prevent any wires from coming loose. Congratulations, you're now ready for Xbox live domination!



Important tips!!! Please read!!!

IMORTANT! Take note on how the chip is oriented in the diagrams. Hot glue it to the board exactly how it's shown. When the chip is hot glued face down on the board, the small notch or circle will be facing you and glued to the board. The pins of the chip will be pointing up (dead bug position). Make sure you have the chip in its proper orientation before soldering to its pins. In other words, don't make the mistake of soldering it upside down.

IMPORTANT! Each diagram shows two pins on the chip getting connected from the same spot on the board. For the CG it's the ground (black wires) and for the Matrix it's the power (red wires). The easiest way to do this is to just run 2 wires from that same spot on the board to the pins on the chip. Meaning, you would connect one of those wires to one of the pins on the chip and then connect the other wire to the other pin on the chip. Again, for the CG it's the ground (black wires) and for the Matrix it's the power (red wires).

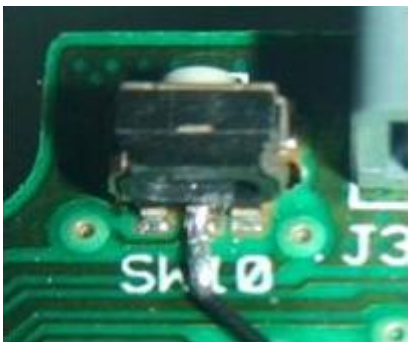
IMPORTANT! When soldering the wires to the chip, be sure you don't let the iron stay on the pins for too long. If you take too long to solder, the chip will get very hot and lose functionality. Our advice is to take your time and touch the chip after each pin you solder. If it feels warm, wait for it to cool down before soldering the next pin. **Also, be sure to NOT touch 2 pins at the same time with your iron as this could damage the chip as well.**

IMPORTANT! Make sure the Matrix's diode (1N4148) is facing the correct way. The black ring on the diode NEEDS to be facing the chip. If you put it in backwards it won't work.

There are two solder points that are tricky to solder. They are the LED point for all board types and the SYNC point for the CG1/CG2 boards. As far as the LED goes, don't touch your soldering iron directly on it or you may destroy it. Also, don't keep the iron near it for very long as they are fragile and may pop. The other tricky spot is the sync pin for the CG/CG2 boards. Make sure you solder your wire to the middle pin only. There are three on there and they are very close together. What we do is the following:

1. Take a sharp point like an x-acto knife and gently scrap the middle pin only. This will enable solder to stick easier.
2. Wet your iron with a sponge.
3. Melt 1/4 inch of solder onto your iron. It should stick because you wet it.
4. Quickly form a ball of solder and bring it as close to the tip of the iron as possible.
5. Quickly touch this ball to the middle pin only and pull back towards you.

You should now have a string of solder coming off of the middle pin only. This will be much easier to solder to with your wire. Keep in mind that once you touch the solder with your iron the rest of the process needs to happen kind of quickly. If you take too long, the solder won't stick to the middle pin. This is because the rosin (sticky material in the solder) burns up quickly. I've posted pictures below that show a correct connection to the sync solder point and the LED solder point.



How does it work?

WORDENE 10-Mode XBOX 360 Rapid Fire Controller FEATURES

Thank you for your recent purchase of one of our 10-Mode Adjustable rapid fire kits. Please read through the next few pages to learn about all the exciting new features your mod has to offer!

About Rapid Fire

Rapid fire is an enhancement that will automatically fire your weapons for you! All you have to do is hold down the trigger. This means if you're using a semi-automatic weapon (FAL, M14, Shotguns, Snipers, Pistols, etc…) you won't need to continually hit the trigger as rapid fire will do it for you. It can basically turn any semi-automatic weapon into a sub machine gun! Rapid fire has been improved over the years to include many other features as well. This controller comes equipped with these features in addition to rapid fire that allow you to use practically **ANY WEAPON** in **ANY GAME!!!**

Quick Aim/Auto Akimbo

Basically this mode will copy a right trigger pull to the left trigger as well. It's a feature that has a couple of great benefits. The first and most obvious being that if you have a pistol in both your right and left hands, pressing only the right trigger will fire both weapons. The other and more important feature is you can automatically aim in and fire at the same time! It works great on small fast paced maps as you run around picking off your opponents.

Adjustable (User Programmable)

All modes except Mimic are adjustable. Meaning you can adjust your rate of fire from 5-35 shots per second. In all, there are 86 different speed settings between the ranges of 5.05 and 35.71 shots per second. This customization completely eliminates the need for a new controller/chip as you can just adjust your speed to the latest game or to a patch for an older one. It's completely future proof!

Adjustable Burst

This is the absolute best feature on this controller! It gives you the ability to take practically **ANY WEAPON** in **ANY GAME** and turn it into a 3 or 5 round burst. You can then change your rapid fire speed giving you the perfect combination for dead on accuracy across all maps. Did we mention that it works on practically all weapons across all games! **Fully automatic weapons with a 5 round burst can't be beat!!!** This represents mode 10 with a speed setting around 12.5 shots per second for fully automatic weapons.

Auto Aim

Do you love Nazi Zombies? Auto Aim lets you automatically aim on an enemy by simply holding in the left trigger (aiming trigger). Make every bullet count when ammo is scarce! This mode works with Zombies, Special Ops, & Campaign missions only. It is **NOT** for competitive online play. You can turn rapid fire on/off while in this mode and adjust the rapid fire speed setting, making it great for all player types.

Akimbo/Dual Trigger

This mode allows you to use rapid fire with a weapon in both hands. Meaning if you equipped a pistol in your right and left hands, this mode will allow you to rapid fire them both. This is also perfect for shotgun play using dual HS10's on Black Ops or dual Rangers on MW2!

WORDENE 10-Mode XBOX 360 Rapid Fire Controller INSTRUCTIONS

How to calibrate the triggers:

The calibration function only runs one time. When you first tested your controller while outside of its shell, it started the calibration (blinking 4th player light). This means you will need to access it again by holding in the sync button and both the left and right triggers down for 2 seconds then releasing while turning on the controller. The player 4 LED should now be blinking rapidly. This indicates that you are now in the trigger calibration mode.

With the LED blinking, check that the left trigger is fully released (press it a few times then let go to be sure) then tap the sync button once. This has now calibrated the left trigger. Now the LED will be blinking faster than previous. This now indicates that the controller is ready for you to calibrate the right trigger. Just like with the left trigger, check that the right trigger is fully released then tap the sync button again. The right trigger is now calibrated and the controller will resume normal operation.

As soon as you have finished the calibration the LED will blink once and stay on after a short pause. This represents mode 1. When you turn the controller on in the future, it will load and indicate the mode that you were last in, which will be anywhere between 1-10 blinks as the mod will remember your last mode.

How to turn Rapid Fire on and off:

When you first turn on your controller the player 4 LED on the ring of light will turn on. This indicates that rapid fire is enabled. To disable rapid fire you simply press the sync button, and the player 4 LED will then turn off. This indicates that rapid fire is now disabled and the controller will now act as an unmodded one. If you press the sync button again the LED will turn back on, indicating that rapid fire is now enabled.

How to Change Modes:

You can cycle the mod to any rapid fire mode at any time. To do this, first make sure that you pause any game session that you're currently in so that you don't fire off any bullets etc.

Next, **hold the right trigger down** and tap the sync button, **quickly in a row,** 1-10 times depending on what mode you would like to be in. You will notice that the LED will blink a number of times. This number indicates the mode that you are now in. So for example, if you hold down the right trigger and tap the sync button quickly 4 times, the LED will then blink 4 times to confirm you are now in mode 4. If you tap the sync too slow you'll enter mode 1 repeatedly. If you tap the sync too quickly you will enter de-sync mode. You'll find the perfect balance after a couple of attempts.

You can change modes and turn off the mod at any time during the game and the chip will remember your last mode. Meaning, your next controller power on will be in the same mode as you left it. The default mode configurations are printed on the other side of this page.

How to Adjust Rapid Fire Speeds:

To adjust the speed of any mode, hold down the left trigger and tap the sync button. The indication LED will then turn off indicating that you are now in programming mode for the selected mode.

To increase the speed you press the right trigger and to decrease the speed you press the left trigger. The LED will blink once to indicate a speed change. Once you've reached the highest or lowest setting the LED will no longer blink. We recommend starting out at the lowest speed setting and moving up from there. Most weapons fire well between 7 and 10 shots per second. However, there are 86 different speed settings ranging from 5-35 shots per second built into the controller. A table of these speeds is printed on your packing slip.

Once you have modified the speed to your liking, you then tap the sync button one more time by itself which will save the speed you have chosen and take you out of programming mode and back into rapid fire mode.

How to Disable Rapid Fire in Auto Aim Mode:

NOTE: Aim assist must be enabled in game options for this mode to work properly. When you change to the Auto Aim mode rapid fire will be enabled by default. To disable rapid fire, you simply tap the sync button twice quickly and the LED will blink slowly indicating that rapid fire is now disabled. This is useful if you want to use a fully automatic weapon and have no need for rapid fire but would still like to Auto Aim. If you tap the sync button twice again, the LED will blink fast to indicate that rapid fire is now enabled. You can adjust the rapid fire speed in the usual manner by holding the left trigger and tapping the sync button as explained above.

Factory Reset

To reset every aspect of your controller back to its default settings, you first need to turn the controller off by removing the battery pack. You then hold down both the left and right triggers as you turn your controller back on. The LED will blink fast then turn on to indicate that the whole controller has been reset to default. You may now let go of both triggers.

Thanks again for your purchase, and we hope your new mod brings you many years of happy gaming. -WORDENE

Default modes

Mode 1 Akimbo/Dual trigger - Rapid fire on both the left and right triggers. **(Adjustable Dual Rapid Fire)**
[All COD titles and most other games as well]

Mode 2 Quick Aim/Auto Akimbo - When RT is pressed LT will automatically be pressed as well. **(No Rapid Fire)**
[All COD titles and most other games as well]

Mode 3 Black Ops 1 & 2 **(Adjustable Rapid Fire)**
[BO2: FAL-OSW, S12, Handguns, SVU-AS, XPR-50, and SWAT-556, M8A1 for continuous bursts]
[BO1: M14, FAL, SPAS-12, HS10, Pistols, and M16, G11 for continuous bursts]

Mode 4 MW1,2,3 **(Adjustable Rapid Fire)**
[MW3: M14, Striker, Handguns, .50Cal, Dragunov, AS50, RSASS and M16, Type95 for continuous bursts]
[MW2: FAL, Striker, M1014, Handguns, .50Cal, WA2000, M21, and M16, Famas for continuous bursts]
[MW1: G3, M14, M1014, Handguns, M21, Dragunov, .50Cal and M16 for continuous bursts]

Mode 5 Halo 4, Halo3/ODST, COD 5 World at War **(Adjustable Rapid Fire)**
[Halo4: DMR, Battler Rifle, Magnum, Fuel Rod Cannon, Covenant Carbine, Concussion Rifle, Plasma Pistol]

[Halo3/ODST: Pistol and Increased accuracy for Spiker, needler, assault rifle and recoil reduction for SMG, Turret]
[WAW: M1A1 Carbine, SVT-40, Gewehr 43, M1 Garand, and Pistols]

Mode 6 Left 4 Dead1,2, BF1,2,3, GTA4, and Red Dead Redemption **(Adjustable Rapid Fire)**
[L4D series, BF series, RDR: Semi-Automatic weapons]
[GTA4: SMG, SK47, Assault Rifle, Pistol]

Mode 7 Black Ops 2, Gears Of War 1,2,3, and Halo Reach **(Adjustable Rapid Fire)**
[BO2: SMR]
[GOW Series: Hammerburst, Pistol]
[Reach: Semi-Automatic weapons]

Mode 8 Auto Aim with or without rapid fire - Aim assist must be enabled in game options. **(Adjustable Rapid Fire)**
[Black Ops 1 & 2: Zombies and Campaign]
[MW2,3: Special Ops and Campaign]

Mode 9 3 Round Burst – Works on all weapons. Start at rapid fire setting 60 for automatic weapons. **(Adjustable Rapid Fire)**
[All COD titles and most other games as well]

Mode 10 5 Round Burst – Works on all weapons. Start at rapid fire setting 60 for automatic weapons. **(Adjustable Rapid Fire)**
[All COD titles and most other games as well]

RAPID FIRE SPEED CHART

Rapid Fire Setting	Shots Per Second
1	5.05
2	5.10
3	5.15
4	5.20
5	5.26
6	5.31
7	5.37
8	5.43
9	5.49
10	5.55
11	5.61
12	5.68
13	5.74
14	5.81
15	5.88
16	5.95
17	6.02
18	6.09
19	6.17
20	6.25
21	6.32
22	6.41

Rapid Fire Setting	Shots Per Second
23	6.49
24	6.57
25	6.66
26	6.75
27	6.84
28	6.94
29	7.04
30	7.14
31	7.24
32	7.35
33	7.46
34	7.57
35	7.69
36	7.81
37	7.93
38	8.06
39	8.19
40	8.33
41	8.47
42	8.62
43	8.77
44	8.92

Rapid Fire Setting	Shots Per Second
45	9.09
46	9.25
47	9.43
48	9.61
49	9.80
50	10.00
51	10.20
52	10.41
53	10.63
54	10.86
55	11.11
56	11.36
57	11.62
58	11.90
59	12.19
60	12.50
61	12.82
62	13.15
63	13.51
64	13.88
65	14.28
66	14.70

Rapid Fire Setting	Shots Per Second
67	15.15
68	15.62
69	16.12
70	16.66
71	17.24
72	17.85
73	18.51
74	19.23
75	20.00
76	20.83
77	21.73
78	22.72
79	23.80
80	25.00
81	26.31
82	27.77
83	29.41
84	31.25
85	33.33
86	35.71