WORDENE 12-Mode XBOX 360 Rapid Fire Controller FEATURES

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

Drop Shot

Having Drop Shot as an option will allow you to dodge bullets by falling to the ground. Catch your enemy by surprise as they fire over your head! Also included is a left trigger cancellation mechanism that allows you to cancel the automatic Drop Shot if you aim in before firing. This is a great added feature! For example, if you're hiding behind a barrier, an automatic Drop Shot would normally place your view behind the barrier and keep your opponent out of view. Well, not anymore! You simply hold in LT to aim in and the automatic Drop Shot feature is deactivated. This feature is offered in both a right trigger and dual/akimbo trigger option.

Quick Aim/Auto Akimbo

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 Quick Aim/Auto Akimbo 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 12-Mode XBOX 360 Rapid Fire Controller INSTRUCTIONS

Wireless only If you haven't done so already, please hold in the sync button, situated on the front of your controller, and the sync button on your Xbox 360 console at the same time. This "syncs" your new controller to your Xbox console. After doing this your first player LED light will turn on and stay solid. This will be the only time that you'll need to perform this step.

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 Adjust Burst Shots:

When you are in Burst mode, entering programming mode will take you to the speed adjustment section as normal (explained above). However, if you tap the sync button, which would normally exit programming mode, you will be taken to the burst shots adjustment section instead, (LED blinks fast to indicate section change) where you can select 1-10 shots in the burst. There is also a quick exit feature where double tapping the sync button while on the speed adjustment section will skip over the shots in burst section and exit programming mode right away. Just as before with normal speed adjustments, the RT will move up burst shots and the LT will move down burst shots.

Using the "Double Action Feature"

On Burst, Akimbo, Quick Aim/Auto Akimbo, and Drop Shot modes, pulling the trigger less than 5/6 of the way will leave the trigger(s) working normally, when pulled past 5/6 of the way the feature specific to that mode will activate.

How to Disable Rapid Fire in Auto Aim & Drop Shot Modes:

NOTE: Aim assist must be enabled in game options for Auto Aim to work properly and default button layout must be used for Drop Shot to work properly. Also, Drop Shot has an LT cancellation feature. Meaning, if you aim in before firing, Drop Shot will not activate.

When you change to either the Auto Aim or Drop Shot modes, 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 Drop Shot or Auto Aim. If you tap the 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 controller 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]

Mode 11 Drop Shot with Rapid Fire. If LT is pressed before RT, player will not drop. Default button layout required as the B button is used to drop. **(Adjustable Rapid Fire)**
[All COD titles and other games that use the B button to go prone as well]

Mode 12 Drop Shot with Akimbo/Dual Rapid Fire. If LT is pressed before RT, player will not drop. Default button layout required as the B button is used to drop. **(Adjustable Dual Rapid Fire)**
[All COD titles and other games that use the B button to go prone 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