

## 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



HOW-TO VIDEOS ON [TINYURL.COM/EVIL-PLAYLIST](https://tinyurl.com/evil-playlist)



## INSTRUCTION MANUAL



HOW-TO VIDEOS ON  
[TINYURL.COM/EVIL-PLAYLIST](https://tinyurl.com/evil-playlist)



[WWW.EVILCONTROLLERS.COM](http://www.evilcontrollers.com)

## 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 PROFILE ACTIVATION,  
PROFILE 1 WILL AUTOMATICALLY BE SELECTED.**

20 CUSTOMIZABLE PROFILES

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20

DEFAULT FIRE RATES

## 2 SELECT/CLEAR PROFILE

### SELECT A PROFILE

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



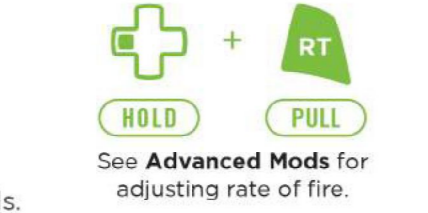
### CLEAR ALL

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



## 3 PROGRAMMING MODS

### RAPID FIRE



See **Advanced Mods** for adjusting rate of fire.

### LEFT TRIGGER RAPID FIRE



### AKIMBO RAPID FIRE

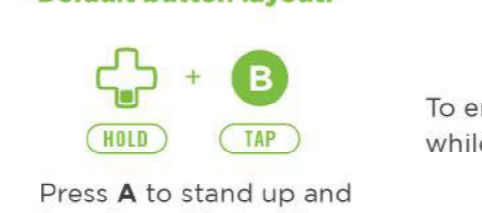


### TACTICAL RAPID FIRE

- 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



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

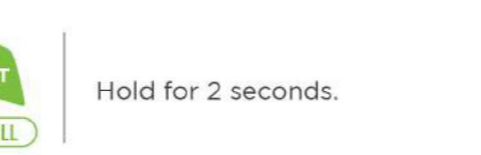
*Battlefield 4® Only*



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

## 4 ADVANCED MODS

### ADJUSTING RATE OF FIRE



Hold for 2 seconds.

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.

- = Increase rate of fire.
  - = Decrease rate of fire.
  - = Lock rate of fire.
- TAP to increase by one step. HOLD to increase continuously.



### FAST RELOAD

*Call of Duty: Ghosts*  
*Call of Duty: Modern Warfare*

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.



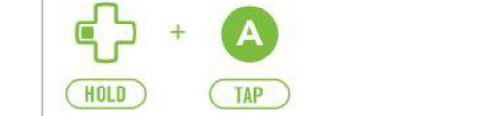
- 1 Equip your gun of choice.
- 2 Fire off a few rounds.
- 3 Press and hold **d-pad down** and **X** to reload.
- 4 Release **d-pad down** and **X** when the bullet counter shows a full magazine.
- 5 Fire off a few more rounds.
- 6 Test the reload by tapping **X**.
- 7 Hold **RT** after tapping **X** 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 **d-pad down** and **X** will restart the programming process.

### JITTERMOD (AUTO BURST)

*Call of Duty: MWR Only (M16A4)*

Enter a profile then,



Activating jitter will disable Rapid fire. Repeat function to disable jitter and reactivate Rapid Fire.



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