

FOR XBOX SERIES X|S® - XBOX ONE®

— WIRED UNIVERSAL —
STRIKEPACK™
ELIMINATOR
MOD PACK
TYPE-C ADAPTER XBOX®



COLLECTIVEMINDS 

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NOTE: THIS MANUAL HAS BEEN REVISED WITH INSTRUCTIONS THAT ARE VALID ONCE THE STRIKEPACK™ HAS BEEN UPDATED.

INTRODUCTION

Thank you for purchasing the STRIKEPACK™ Eliminator for the Xbox Series X|S® and Xbox One® consoles. The STRIKEPACK™ Eliminator is a breakthrough controller adapter that adds advanced gaming functionality to your existing Xbox® Wireless controller. The adapter upgrades your controller with four action buttons and the essential MODs (Macros On Demand) to get you started, without any permanent modification or voiding of your warranty. Simply attach the adapter to your controller, plug in the 10ft cable, and get ready to experience lightning reaction times and unlimited control. Hundreds of MOD combinations are possible; Rapid Fire, Drop Shot, Turbo, and much more - all ready when you need them! Furthermore, this can be expanded to thousands of MOD combinations with an optional MOD Pass annual subscription at www.modpass.ca. The whole team at Collective Minds really hope you enjoy gaming with the STRIKEPACK™ Eliminator, as much as we have enjoyed designing it for you.

We have spent countless hours, and sleepless nights, pushing the device through extreme game sessions, ensuring any bugs and issues have been eradicated. However, if you find any issues or have any difficulty operating the device, please reach out to us at support@collectiveminds.ca and we will be more than happy to help you out.

Also, there are plenty of videos to help you setup and maximize your fun over at www.collectiveminds.ca and our [YouTube support channel](#) - feel free to check them out along with our other Collective Minds products!

KIT INCLUDES

STRIKEPACK™ Eliminator device with four Action Buttons.

10FT Connection Cable.

USB Adapter for Xbox® Wireless Controller (Type-C)

USB Adapter for Xbox One® Wireless Controller (Micro USB)

GETTING STARTED

STRIKEPACK™ Eliminator Setup

1. We highly recommend updating to the latest STRIKEPACK™ firmware before use. You can download the Universal Updater Tool for Windows PC or Mac at www.collectiveminds.ca. Plug the supplied USB cable's Type-C end into the USB guide on the STRIKEPACK™. Ensure that you plug it in fully to make proper contact with the Type-C connection port. Now plug the full-size USB end into a USB port on your computer and use a rear USB port if possible.
2. Run the Updater Tool, follow the instructions and update to the latest version available.
3. Remove the battery cover and any batteries from your Xbox® Wireless Controller and store them some place safe as they will not be needed.
4. Click on the image or link for how to connect the STRIKEPACK™ to your controller of choice.



MODEL 1537, 1697, 1708



MODEL 1914

5. Plug the supplied USB cable's Type-C end into the USB guide on the STRIKEPACK™. Ensure that you plug it in fully to make proper contact with the STRIKEPACK™'s Type-C connection port.
6. Connect the full-size USB end into a USB port on your Xbox® console. It is recommended to use one of your console's rear USB ports if possible. Please wait for the home button to illuminate before usage. Some controllers may take 3-5 seconds to detect. If the home button does not illuminate after 5 seconds, check that both connection points for the controller and STRIKEPACK™ are securely plugged in. You may have to unplug and plug back in.
7. Once the home button is illuminated, the STRIKEPACK™ device is successfully paired and ready to game with!

IMPORTANT TERMINOLOGY

Using the most advanced controller adapter ever could be confusing, but we have gone to great lengths to ensure it is as user friendly and intuitive to use as possible. Getting familiar with some basics on the device and some basic terms is very helpful, however.

Classes – These are the main controller MOD types that are possible with the STRIKEPACK™ device. There are 8 main classes that are counted from left to right on the LEDs of the device, with the leftmost LED position being Class 1.

MOD – These are the specific controller modifications possible within a given controller MOD class.

Quick MOD – A specific controller MOD, often for a specific game, that is simply turned on or off and does not have adjustable settings. These are activated with combinations of the D-PAD and controller buttons.

Menu Navigation – This is the method used to navigate through the classes, MODs, and parameters of the device.

Primary Menu – The Primary Menu is selected by HOLDING the LEFT D-PAD for 5 seconds. This is the main menu system that you will use to set up and navigate the device.

Secondary Menu – This Secondary Menu is selected by HOLDING the RIGHT D-PAD for 5 seconds. This is the secondary menu system that you will use for any supported in-game button layouts.

Primary Weapon Fire (Class 1/LED 1) – These MODs affect the primary weapon in common shooters.

Secondary Weapon Fire (Class 2/LED 2) – These MODs affect the secondary weapon in common shooters.

Anti-Recoil Adjustable (Class 3/LED 3) – The MODs allow you to decrease the recoil in common shooters.

Quick Scope (Class 4/LED 4) – These MODs allow for the advanced tactic of zooming in quickly and firing a sniper rifle to maximize damage in common shooters.

Auto Run (Class 5/LED 5) – These MODs ease continuous sprinting in common shooters that lack a built-in automatic sprint.

Drop Shot (Class 6/LED 6) – These MODs allow for the advanced tactic of dropping prone or into a slide while firing in common shooters.

Action Button #1 MOD (Class 7/LED 7) – These MODs can be applied to Action Button #1 for activation.

Action Button #2 MOD (Class 8/LED 8) – These MODs can be applied to Action Button #2 for activation.

MODODOLOGY

MOD – Macro On Demand. Digitally MOD your controller without voiding your warranty.

Rapid Fire – A MOD that mimics a very high frequency of controller trigger presses, allowing you to fire a semi-automatic weapon as quickly as possible in a shooter, as opposed to using the trigger naturally. It is designed for semi-automatic weapons and is NOT to be used with fully automatic weapons.

Optimized Rapid Fire – This Rapid Fire is optimized to be as fast as possible but at the same time ensure that every single shot will be correctly registered in most games.

Rapid Fire Adjustable – With Rapid Fire Adjustable you can always get the optimal firepower for your favourite semi-automatic weapon by being able to simply and on-the-fly adjust the values up or down. See the menu system instructions for more information on how to adjust your Rapid Fire speed in this mode.

Pulse Fire Adjustable – Pulse Fire Adjustable can reach a faster rate of fire with burst type weapons. See the menu system instructions for more information on how to adjust your pulse fire speed in this mode.

Burst Fire Adjustable – Burst Fire Adjustable is designed to turn semi-automatic and automatic weapons into burst firing weapons.

MW Jitter - This is an advanced MOD for COD: Modern Warfare Remastered that allows the M1014 Shotgun to fire with an enormous fire rate well beyond normal rapid fire. This was designed for COD: Modern Warfare Remastered though it may be effective in future games. JITTER requires certain game exploits. These exploits may be patched rendering this MOD ineffective in the future.

Anti-Recoil – This MOD when adjusted correctly for your current weapon, will compensate for vertical recoil while firing a weapon by automatically moving the control stick in the opposite direction of the one your gun is moving in while firing.

Quick Scope – Quick Scope is widely used in shooters. The idea behind quick scope is to use a sniper rifle, scope IN and fire the shot as the gun scopes in. Perfecting the aiming and timing will allow you to become a one-man commando with your sniper rifle maximizing damage in most shooters.

Auto Hold Breath – This MOD is specifically designed for sniper rifles in games that have a hold breath or steady scope. It will automatically hold your breath while scoping in. Also, the MOD will reset every time you fire so a sniper can effectively continue to take out enemies. Be careful not to wait too long before firing as most games will only let you hold your breath for so long.

Auto Run/Sprint – The perfect MOD if you are tired of constantly pressing the stick to make your character sprint. Auto Run (Auto Sprint) is just what you have been looking for.

Double Jump – If this MOD is enabled, simply hold the jump button and it will automatically release and hold to activate double jump. While this MOD may work well in other games, it was designed on COD: BO3 Series where it allows you to automatically jump at the maximum height.

Auto Spot/Ping – This MOD repeatedly spots or pings while you are Aiming Down Sights, and it was designed on the Battlefield™ series; it may work on other games with the same button layout. This MOD is activated while you are Aiming Down Sights.

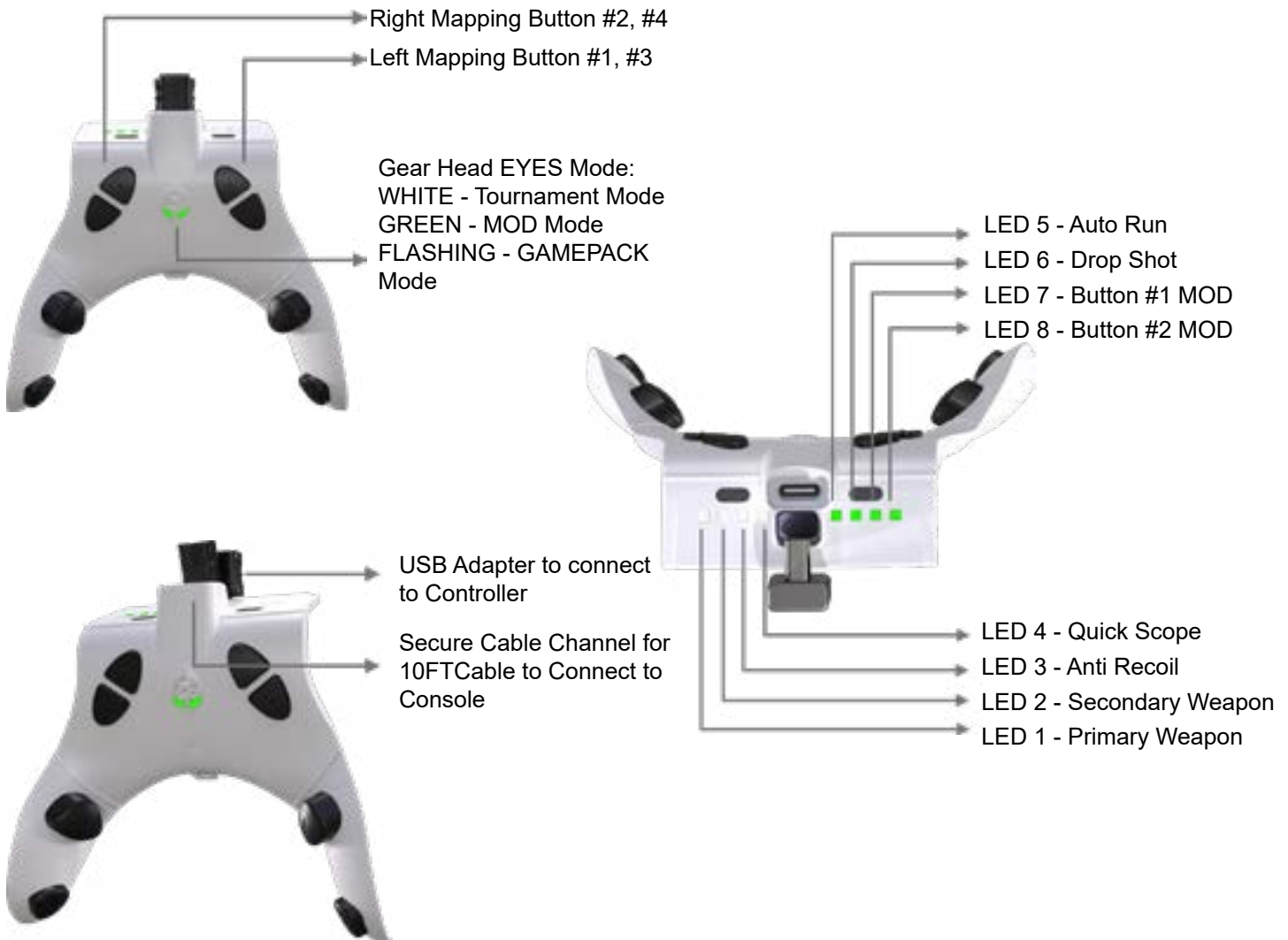
ADS – This means Aim Down Sights (sometimes known as Aim, Scope In, or Iron Sights) and it is usually performed on default layouts by holding the left trigger (LT).

Hair Triggers – This is a useful MOD for shooters. It automatically sets the triggers to their maximum value the moment they are registered by the controller as pressed. This can lead to faster responding triggers which can save precious milliseconds when reacting to enemies.

Turbo Melee – This MOD allows the melee attack in most shooters to be rapidly pressed automatically by simply holding the Melee button in the game.

THE STRIKEPACK™ Eliminator DEVICE

Operating the STRIKEPACK™ Eliminator



Once your device is paired with the console the first step is to choose which operation mode you want the device to be in. There are three operation modes; Tournament Mode, MOD Mode, and GAMEPACK Mode.

Tournament Mode – Each time the STRIKEPACK™ is paired it starts in Tournament Mode by default. The Gear Head Eyes will glow WHITE. Tournament Mode allows you full access to map buttons to the Paddles but DOES NOT allow the use of any MODs.

MOD Mode – To enter MOD Mode, while HOLDING the LEFT MAPPING BUTTON, TAP the RIGHT MAPPING BUTTON. The Gear Head Eyes will glow GREEN.

GAMEPACK Mode – To enter Game Pack Mode, while HOLDING the LEFT MAPPING BUTTON, TAP Action Button #2. The Gear Head Eyes will flash GREEN and WHITE. It is important to note that GAMEPACK Mode is only available with an ACTIVE MOD PASS subscription. For details visit www.modpass.ca.

Mapping the Action Buttons

Action Button Mapping is a very simple process that will take a fraction of a second and can be done in real time while playing. To MAP an Action Button, while HOLDING the appropriate MAPPING BUTTON, TAP the button that you wish to assign. To save that button as the designated choice simply LET GO.

For Example: If say, you wanted to assign the “A” button to Action Button #2, while HOLDING MAPPING BUTTON #2, TAP the “A” button. Once you release both buttons, “A” will have been assigned to ACTION BUTTON #2.

Almost every button can be mapped, except for the home button and analog stick movements.

NOTE: Two or more consecutive buttons can be mapped to any Action Button but they will all be pressed at the same time. If say, you wanted to assign the “RB” & “Y” button to Action Button #1, while HOLDING MAPPING BUTTON #1, TAP the “RB” button, then the “Y” button, then LET GO.

Once you release the buttons, “RB-Y” will be assigned to ACTION BUTTON #1. This can be very useful in games that require holding a button and pressing another frequently like MMO’s such as FF14, where you can now use the Action Buttons to swap between two action banks quickly.

MOD MODE Navigation & Basic Control

MOD Menu Controls -

To cycle through classes, HOLD LEFT on the D-PAD for 5 seconds, keep the LEFT direction HELD and then use X to go UP a Class and A to go DOWN a Class – this is indicated by the small top LEDs.

To cycle through MODS in a Class continue to keep the LEFT direction HELD and then use Y to go UP a MOD number and B to go DOWN a MOD number. LEFT TRIGGER RUMBLES indicate the selected MOD number.

To Reset a Class to Default, TAP the view button.

Outside of MOD Menu Controls -

To Reset all Classes and MODS to Default settings and do a master reset: HOLD the DOWN D-PAD for 5 seconds, and when the STRIKEPACK™ LEDs flash GREEN, TAP the menu button. The controller will vibrate to indicate a Master Reset.

NOTE: A MASTER RESET WILL ALSO RESET ALL SECONDARY MENU FEATURES INCLUDING GAME LAYOUTS AND FLIPPED SETTINGS

LOCK/UNLOCK – To LOCK the STRIKEPACK™ so that settings cannot be accidentally accessed, while HOLDING the RIGHT D-PAD, QUICKLY TAP the view button (STRIKEPACK™ LEDs flash WHITE). To UNLOCK, while HOLD the RIGHT direction on the D-PAD, TAP the view button again (STRIKEPACK™ LEDs flash GREEN).

Secondary Weapon Fire (*Weapon Swap*) – Each time the STRIKEPACK™ is turned on Weapon Swap will be disabled. To enable Weapon Swap, you MUST first have at least Class 1 or 2 enabled, then HOLD the RIGHT direction on the D-PAD for 5 seconds to enter Secondary Menu and then TAP the Y button. The GREEN STRIKEPACK™ LEDs will flash to indicate that Weapon Swap is now on. You can now RELEASE the D-PAD to exit the menu – you can return to this menu later if you need to TAP Y again to toggle Weapon Swap off (WHITE LED flash). However, otherwise this setting is not permanently saved. It only comes on automatically if you have a MOD enabled in the Secondary Weapon Fire class.

Understanding Weapon Swap - Your Secondary Weapon Fire is used when you TAP Y in the game and the STRIKEPACK™ uses this button press to determine weapons are being switched. If the cycle goes out of sync, while HOLDING RIGHT D-PAD, QUICKLY TAP Y while using your primary weapon to reset. You can do this even if you have enabled LOCK MODE. This is an advanced MOD that can be used very effectively to have two different fire modes on the Primary and Secondary weapons (or a fire mode on one weapon and no fire mode on another weapon). When Weapon Swap is disabled (default) the Secondary Weapon Fire MOD has no effect.

SECONDARY MENU NAVIGATION

Adjusting Button Layouts – Secondary Menu

NOTE: IN ORDER FOR ALL THE MODS TO WORK THE BUTTON LAYOUT CHOSEN IN THE GAME MUST MATCH THE BUTTON LAYOUT CHOSEN ON THE STRIKEPACK.

IT IS IMPORTANT TO REMEMBER NOT TO CHOOSE A “FLIPPED” LAYOUT IN THE ACTUAL GAME. FLIPPING THE BUMPERS AND TRIGGERS MUST BE DONE ONLY WITH THE STRIKEPACK DEVICE. SEE TRIGGER/BUMPER SWAP FOR MORE DETAILS. CHOOSING FLIPPED LAYOUT IN THE GAME WILL RENDER MANY OF THE MODS USELESS.

Selecting the Game for the Button Layouts

Secondary Menu Mode supports numerous button layouts that are available to players. To select a different button layout, you must first ENTER the SECONDARY MENU by HOLDING the RIGHT D-PAD for 5 seconds. You must stay holding the RIGHT D-PAD while you are selecting all options. The first two WHITE LEDs will be displayed in Secondary Menu normally, but the second two WHITE LEDs will be displayed if the Bumpers and Triggers are “Flipped”.

As there are so many options available, a Quick Check feature of your current Game and Button layout has been implemented. At any time while in SECONDARY MENU MODE you can display what your current Game Selection is by pressing X. The RIGHT TRIGGER will RUMBLE accordingly. Also, you can display what your current BUTTON LAYOUT is for that game by pressing B. The LEDs will flash accordingly.

NOTE: Layouts are SAVED. This means that once your favourite layout is chosen, it will be remembered even when you disconnect the STRIKEPACK.

Choosing the Game & Layout:

Choosing the Game & Layout: First you must select the GAME you are playing to choose the appropriate button layout selection. There are five GAME selections currently available. COD: WWII / COD: Infinite Warfare (Default, 1 RT Rumble), COD: Black Ops 3 (2 RT Rumbles), Destiny™ Series (3 RT Rumbles), Battlefield™ Series (4 RT Rumbles) and Fortnite™ (5 RT Rumbles). The default layout can often be used to allow some MODs in most shooter default button layouts. From the Secondary Menu, TAP the left trigger (LT) to decrease the game number or TAP the right trigger (RT) to increase the game number. The RIGHT TRIGGER will RUMBLE accordingly.

Once the game is chosen you can now choose from the below button layouts. Remember that the button layout chosen here **MUST** match the button layout in the game settings for the MODs to work correctly. To choose the layout while in the Secondary Menu, TAP the menu button (you must still be in Secondary Menu Mode via holding the RIGHT direction on the D-PAD) to increase the layout number and the LEDs will flash accordingly.

To decrease the layout number, TAP the share button and the LEDs will flash accordingly. Once you reach the DEFAULT selection the WHITE LEDs will flash to let you know you are in the Default setting. REMEMBER THAT THE BUTTON LAYOUT IS SAVED EVEN AFTER YOU DISCONNECT THE STRIKEPACK DEVICE.

Game 1 (DEFAULT) – COD: WWII / COD: Infinite Warfare

Default – White Flash

Tactical (One Green Flash)

Lefty (Two Green Flashes)

Nomad (Three Green Flashes)

Nomad Tactical (Four Green Flashes)

Nomad Lefty (Five Green Flashes)

Bumper Jumper (Six Green Flashes)

Bumper Jumper Tactical (Seven Green Flashes)

Charlie (Eight Green Flashes)

One-Handed Gunslinger (Nine Green Flashes)

Stick & Move (Ten Green Flashes)

Brawler (Eleven Green Flashes)

Beast (Twelve Green Flashes)

Game 2 (Two RT Rumbles) – COD: Black Ops 3

Default – White Flash

Tactical (One Green Flash)

Lefty (Two Green Flashes)

Nomad (Three Green Flashes)

Charlie (Four Green Flashes)

One-Handed Gunslinger (Five Green Flashes)

Bumper Jumper (Six Green Flashes)

Bumper Jumper Tactical (Seven Green Flashes)

Stick & Move (Eight Green Flashes)

Game 3 (Three RT Rumbles) – Destiny™ Series

Default – White Flash

Green Thumb (One Green Flash)

Cold Shoulder (Two Green Flashes)

Mirror (Three Green Flashes)

Jumper Gunslinger (Four Green Flashes)

Puppeteer (Five Green Flashes)

Game 4 (Four RT Rumbles) – Battlefield™ Series

Default – White Flash

Alternate (One Green Flash)

Lefty (Two Green Flashes)

Lefty Alternative (Three Green Flashes)

Game 5 (Five RT Rumbles) – Fortnite™

Standard – White Flash

Quick Builder (One Green Flash)

Combat Pro (Two Green Flashes)

Builder Pro (Three Green Flashes)

Trigger/Bumper Swap – Secondary Menu

To swap the triggers with LB/RB Bumpers, HOLD the RIGHT direction on the D-PAD for 5 seconds to enter Secondary Menu Mode and then TAP LB to swap. If activated the LEDs will switch over to the second two LEDs to indicate they are swapped. Tap LB again to swap back and the LEDs will return to the first two LEDs to indicate they are swapped back to default.

NOTE: THIS SETTING IS SAVED AND WILL REMAIN AFTER DISCONNECTING THE DEVICE. IT IS IMPORTANT TO REMEMBER NOT TO CHOOSE A “FLIPPED” LAYOUT IN THE ACTUAL GAME. FLIPPING THE BUMPERS AND TRIGGERS MUST BE DONE ONLY WITH THE STRIKEPACK™ DEVICE. CHOOSING FLIPPED LAYOUT IN THE GAME WILL RENDER MANY OF THE MODS USELESS.

MOD CONTROL

Adjustable MOD Controls

For Adjustable MODs keep HOLDING LEFT D-PAD while in that Class and MOD and use RB to increase speed (GREEN LED FLASH) and LB to decrease speed (WHITE LED FLASH) and the RT to test. Exceptions include Anti-Recoil as LB increases weight (weapon pulls down) and RB decreases weight (weapon goes up) and for Quick Scope LT is used to test. We ONLY recommend the test feature for default layouts and layouts that do not move the location of the expected ADS/Fire buttons, however Anti-Recoil and Quick Scope will move their test button if you have correctly set the same layout in the SECONDARY MENU as you have IN-GAME.

Burst Fire Adjustable (BASED ON COD: BO3)

The current Burst Fire is based on the weapon selection from the Call of Duty®: Black Ops 3 game. Most weapons used in other shooters will fall into one of the five bundle selections. We will leave it to you to have fun determining the best selection of what works for new weapons and upcoming games.

For Burst Fire, to select the appropriate weapon that burst will be used on, keep HOLDING the LEFT direction on the D-PAD while in that Class and MOD and use RB to increase the weapon bundle number and LB to decrease the weapon bundle number. The GREEN LEDs flash the number of times to indicate the selected weapon bundle.

To adjust the burst rounds, keep HOLDING the LEFT direction on the D-PAD while in that Class and MOD and use RT to increase the burst rounds (0-6) and LT to decrease the number of rounds of burst selected. The RIGHT TRIGGER rumbles the number of times of burst rounds selected.

Bundle 1

MR6
L-CAR9
KUDA
VMP
WEEVIL
RAZORBACK
KN-44
HVK-30
ICR-1
DINGO

Bundle 2

VESPER

Bundle 3

MAN-O-WAR
BRM

Bundle 4

SHEIVA
HAYMAKER 12
GORGON
DRAKON

Bundle 5

205 BRECCI

Turbo 2.0 Adjustable

Turbo 2.0 is the latest breakthrough in turbo technology. Past turbo modes required specific buttons to be locked into a given turbo function. This old scheme proved problematic with today's new games that use the same buttons for different functions based on the game scenario at the time. Having turbo locked to a button prevented the proper button functionality as the button may need to be tapped once or held in the game, and not turbo'd. Now with Turbo 2.0, the chosen Action Button acts as the activator so that any button can be turbo'd at any time in a game simply by holding the appropriate Action Button. This is a dream come true for games that use quick time sequence gameplay, or any rapid button press actions.

To use Turbo 2.0, simply choose the 7th option in Class 7/LED 7 for Action Button #1 Turbo 2.0, or the 7th option in Class 8/LED 8 for Action Button #2 Turbo 2.0. With Turbo 2.0 activated, simply holding the Action Button will cause whatever button you hold to turbo (rapidly press automatically) for the duration that your Action Button and Button are held.

To adjust the Turbo 2.0 speed keep HOLDING the LEFT direction on the D-PAD while in that Class and MOD and use RB to increase value (GREEN LED FLASH) and LB to decrease (WHITE LED FLASH). Values increase and decrease in increments of 10. Even the triggers can be turbo'd.

MAIN MENU & DEVICE CONTROL

MOD Classes – Indicated by 8 top LED's

- Primary Weapon Fire
- Secondary Weapon Fire
- Adjustable Anti-Recoil
- Quick Scope
- Auto Run
- Drop Shot
- Action Button #1 MOD
- Action Button #2 MOD

Class Use Instructions

1. Primary Weapon Fire – LED1 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 LT Rumble – Optimized Rapid Fire
 - b. 2 LT Rumbles – Rapid Fire Adjustable
 - c. 3 LT Rumbles – MW Jitter (M1014 Shotgun)
 - d. 4 LT Rumbles – Burst Fire Adjustable
 - e. 5 LT Rumbles – Pulse Fire Adjustable

Primary Weapon Class 1 Rapid Fire and Pulse Fire can be assigned to LT as well for Primary Akimbo / Dual Wield weapons: HOLD UP D-PAD + LT – Primary Weapon Fire Mode is assigned to LEFT Trigger. If Akimbo is active Scope MODS will be automatically disabled and will be automatically re-enabled once Akimbo is turned off. Primary Akimbo MUST be assigned while using the Primary weapon. Burst Fire is not

supported with Akimbo.

2. Secondary Weapon Fire – LED 1 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 LT Rumble – Optimized Rapid Fire
 - b. 2 LT Rumbles – Rapid Fire Adjustable
 - c. 3 LT Rumbles – MW Jitter (M1014 Shotgun)
 - d. 4 LT Rumbles – Burst Fire Adjustable
 - e. 5 LT Rumbles – Pulse Fire Adjustable

If Weapon Swap is enabled, Secondary Weapon Class 2 Rapid Fire and Pulse Fire can be assigned to LT as well for Secondary Akimbo / Dual Wield weapons: HOLD UP D-PAD + LT – Secondary Weapon Fire Mode is assigned to LEFT Trigger. If Akimbo is active Scope MODS will be automatically disabled and will be automatically re-enabled once Akimbo is turned off. Secondary Akimbo MUST be assigned while using the Secondary weapon. Burst Fire is not supported with Akimbo.

3. Anti-Recoil Adjustable – LED 3 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 LT Rumble – Always On
 - b. 2 LT Rumbles – Scope Enable
 - c. 3 LT Rumbles – Scope Disable
 - d. 4 LT Rumbles – Inverted Y
 - e. 5 LT Rumbles – Scope Enable Inverted Y
 - f. 6 LT Rumbles – Scope Disable Inverted Y
4. Quick Scope – LED 4 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 LT Rumble - Tap 500ms Adjustable
 - b. 2 LT Rumbles - Press Sensitive Adjustable
 - c. 3 LT Rumbles – Fully Auto Adjustable

Tap 500ms Adjustable – if you fully tap down the ADS Scope (default LT) for less than half a second it will Quick Scope upon release. If you hold it instead, it will scope in normally without firing.

Press Sensitive Adjustable – if you press straight down on ADS Scope (default LT) it will Quick Scope and if you lightly hold it instead, it will scope in normally without firing. (Notes: Press Sensitive may fire twice with semi-automatic sniper rifles, but you can adjust it to a higher value to avoid this. Press Sensitive will still Quick Scope if using “Hair Triggers” or “Flipped” modes, but it will not be Press Sensitive and will always Quick Scope hence this is not recommended. The other two Quick Scope options should be used for either of these two conditions).

Fully Auto Adjustable – it will always automatically Quick Scope a single time upon ADS Scope (default LT) and you can stay in scope to continue to snipe afterwards. You can adjust the firing speed of Quick Scope up and down in increments of 50 to suit different sniper rifles that have different ADS Scope delays across various games and to suit your own taste. This setting is shared across all 3 Quick Scope mods.

5. Auto Run – LED 5 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 Flash – Traditional Auto Run (Most FPS) – this auto run holds in sprint, engaging with minimal forward movement of the stick. Not suitable for some games.
 - b. 2 Flashes – Press Sensitive / CALL OF DUTY® Auto Run (Most FPS) – this auto run holds in sprint, engaging at near max forward movement of the stick and is the best fit for the COD Series or any game where you want better control over your regular movement speed.
 - c. 3 Flashes – DESTINY™ Auto Run – this auto run is designed around games where presses of the sprint button can override virtually everything. This is ONLY officially supported for DESTINY™ but it may work with other games with similar gameplay rules. This MOD has an adjustable wait time to accommodate the longer reload times of some weapons so that the Auto Run does not cancel your reload. The default 3 seconds is compatible with most weapons. When in the MOD Menu on this MOD, you can use the LB button to lower the wait time down to the minimum value of 2 seconds. The RB button is used to increase the wait time up to 8 seconds. The wait value is represented by the number of RIGHT TRIGGER RUMBLES. The wait time is the time the MOD waits before it starts auto running again after you press the reload button. This allows the reload animation to finish. If the wait time is set too low, the reload animation will be cut short and your reload will not complete. If the wait time is set too high then upon reloading your gun, you may notice an undesirable delay before auto running again which you can also override yourself with a sprint button (default LS) press. THE ADJUSTABLE DELAY IS NOT SAVED WHEN YOU DISCONNECT THE STRIKEPACK DEVICE OR LEAVE MOD MODE AND ALWAYS DEFAULTS TO 3 SECONDS.

6. Drop Shot Button Layout – LED 6 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 Flash – Rapid Fire Drop - Activated via B Press – Rapid Fires as you drop prone, stops firing upon release
 - b. 2 Flashes – Auto Drop - Activated via B Press – Drop to prone position

7. Action Button MOD – LED 7 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 Flash – Optimized Rapid Fire
 - b. 2 Flashes – Pulse Fire Adjustable
 - c. 3 Flashes – MW Jitter (M1014 Shotgun)
 - d. 4 Flashes – Rapid Fire Drop Shot
 - e. 5 Flashes – Reload & Slide
 - f. 6 Flashes – Easy Double Jump
 - g. 7 Flashes – Turbo 2.0 Adjustable

8. Action Button MOD – LED 8 LIT when on – number of LEFT TRIGGER RUMBLES indicate MOD number when selecting:
 - a. 1 Flash – Optimized Rapid Fire
 - b. 2 Flashes – Pulse Fire Adjustable
 - c. 3 Flashes – MW Jitter (M1014 Shotgun)
 - d. 4 Flashes – Rapid Fire Drop Shot
 - e. 5 Flashes – Reload & Slide
 - f. 6 Flashes – Easy Double Jump
 - g. 7 Flashes – Turbo 2.0 Adjustable

QUICK MODS

Additional Quick MODS – MODs that have no sub settings just on/off functionality

LED Flashes GREEN ON/ Flashes WHITE OFF

Easy Double Jump - Enable/Disable: TAP DOWN DIRECTION D-PAD + A Game Usage: HOLD A for maximum jump height in COD

Auto Hold Breath - Enable/Disable: TAP DOWN DIRECTION D-PAD + LS Game Usage: When Aiming Down Sights (default LT) breath held.

Turbo Melee - Enable/Disable: TAP DOWN DIRECTION D-PAD + RS

Game Usage: HOLD the melee button (default RS) for turbo melee.

Auto Spot - Enable/Disable: TAP DOWN DIRECTION D-PAD + RB

Game Usage: When Aiming Down Sights (default LT) targets hovered over by the crosshairs will be marked.

Hair Triggers - Enable/Disable: Hair Trigger on Right Trigger – HOLD RIGHT D-PAD + RB Enable/Disable: Hair Trigger on Left Trigger – HOLD RIGHT D-PAD + LB

Rumble OFF/ON (Default Rumble ON) - Disable/Enable: Turns Rumble OFF/ON – HOLD RIGHT D-PAD + VIEW (controller rumbles when rumbles enabled).

QUICK CONTROLS

Quick Controls are some of the most powerful and advanced features of the STRIKE-PACK™. These controls allow the user to instantly suspend and resume active Class/MOD Menu MODs at will. For example, if you pick up a new temporary weapon but have Rapid Fire enabled, using the quick control of RIGHT D-PAD and RT will quickly suspend the Rapid Fire MOD. Just tap the sequence again to resume. This is a very flexible system allowing maximum compatibility in gameplay.

Quick Suspend/Resume Class Shortcuts – MOD must first be enabled via Class/MOD Menu

LED Flashes WHITE SUSPENDED / Flashes GREEN RESUMED

Class LED Blinks When Suspended

1. Primary Fire - HOLD RIGHT on D-PAD + RT
2. Secondary Fire - HOLD RIGHT on D-PAD + LT
3. Anti-Recoil - HOLD DOWN on D-PAD + B
4. Quick Scope - HOLD DOWN on D-PAD + Y
5. Auto Run - HOLD RIGHT on D-PAD + RS
6. Drop Shot - HOLD RIGHT on D-PAD + B
7. Action Button #1 MOD - HOLD UP on D-PAD + AB1
8. Action Button #2 MOD - HOLD UP on D-PAD + AB2

MOD CENTRAL

The MOD Central software for Windows PC can be downloaded at www.collectiveminds.ca and it offers additional functions for the STRIKEPACK™ such as full button remapping in Tournament Mode, as well as access to purchase an annual MOD Pass subscription. This greatly expands the STRIKEPACK™ with dedicated MODs for the latest and greatest games. Check out www.modpass.ca for more information.

UPDATER MODE

If you want to be able to update the STRIKEPACK™ firmware or make changes in the MOD Central software without having to remove the STRIKEPACK™ from your controller each time, use the following method:

HOLD ACTION BUTTONS 1 & 3 together while you are connecting the cable of the STRIKEPACK™ to the USB port of your Windows PC. The STRIKEPACK™ should be successfully detected in the Universal Updater Tool, MOD Central, etc.

FACTORY RESET

If you need to return the STRIKEPACK™ to the factory settings for its current firmware, this can easily be performed. This can quite often resolve issues especially after a firmware update or when you have made several changes and updates to the device over time.

There are two ways to choose between to factory reset your device:

Method 1: HOLD ACTION BUTTONS 2 & 4 together while you are connecting the cable of the STRIKEPACK™ to the USB port of your console or a PC. Keep the ACTION BUTTONS HELD for at least 5 seconds while connecting. You should see the full row of LEDs flash to confirm a successful factory reset.

Method 2: Download and run the MOD Central software to your Windows PC from www.collectiveminds.ca. If your STRIKEPACK™ is attached to your controller, HOLD ACTION BUTTONS 1 & 3 together while you are connecting the cable of the STRIKEPACK™ to the USB port of your Windows PC, or if the STRIKEPACK™ is removed from your controller, this is not necessary. Once MOD Central detects the STRIKEPACK™, navigate to Tools and Factory Reset.