



STRIKEPACK™ F.P.S. Dominator

For Xbox One™

Reference Guide

i Introduction

WELCOME TO THE STRIKEPACK™ FAMILY

You are now the proud owner of the Strikepack™ FPS Dominator for XB1!

This reference guide will assist you in setting up your Strikepack™ and getting used to the mod mode.

To maximize your playing potential, please go to Strikepack.com for updates, online manuals and tutorial videos.

1 Getting Started

Setting up your Strikepack:

Turn on your XB1 console. Attach the Strikepack to your controller. Plug the USB micro end of the cable into your Strikepack with the USB end plugged directly into the console.

Mapping buttons to your paddles:

You can map paddles on the fly. Press and hold the select button above the paddle you want to map to. While holding this press any button on the controller you want mapped to the paddle. After pressing you can release all buttons and that paddle will be remapped to the button you chose.

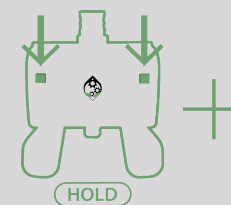
2 Navigating

Tournament & Mod mode:

The Strikepack will always start in tournament mode. This can be identified by the white logo eyes on the back of the Strikepack. To enter mod mode you will need to hold the left select button (above the paddle on the back of the Strikepack) and tap the right select button. You can identify this change by the logo eyes changing to green.

Factory Reset:

This will reset the device to factory settings. It will not remove the firmware version.

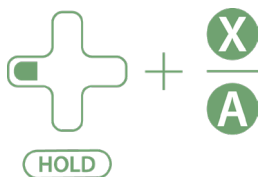


Plug the cable into the Strikepack

3 Navigating Mod Mode

Navigating Classes:

The Strikepack has 8 classes built in. You can have one mod from each class set at one time. By default all classes are disabled and must be selected and set. (See below)



Navigating Mods:

Once you are on a class, you can set one of the mods in that class. (See below)

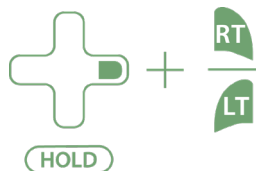


4 Secondary Menu

Controller Layouts:

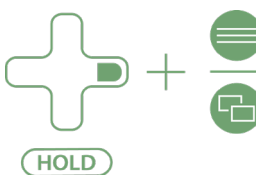
This is for gamers who want to use other layouts besides the in-game default. For mods to operate correctly you will need to match the Strikepack to your ingame layout. The layouts are broken down into "game selection" and "layouts selection".

Game:



Layouts:

Once a game selection is made you will need to choose the layout you want for that game.

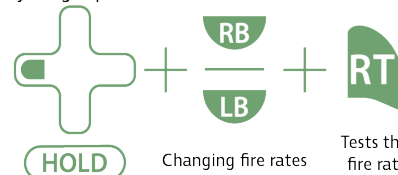


5 Adjusting Mods

Adjusting your mods:

All mods that have "Adjustable" in the title can be adjusted. Make sure you are in the mod menu with your mod selected.

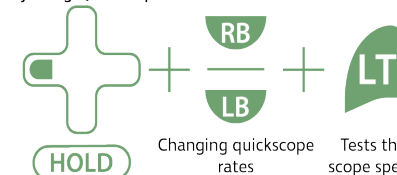
Adjusting Rapid Fire



Changing fire rates

Tests the fire rate

Adjusting Quickscope



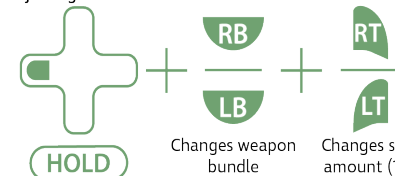
Changing quickscope rates

Tests the scope speed

Adjusting Burst Fire:

Burst fire is based around COD:BO3 weapons. Similar to adjusting other mods RB increases the value, this time it's for weapon bundle. LB will decrease the weapon bundle. RT is used to increase the shot count (from 1-6) and LT is used to decrease this count.

Adjusting Burst Fire



Changes weapon bundle

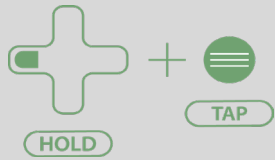
Changes shot amount (1-6)

6 Class/Master Reset & Lock

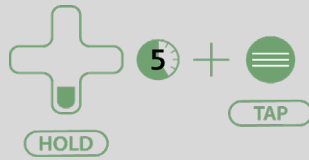
Resetting your Strikepack:

You can either reset a specific class using "Class reset" or all of mod mode using "Master reset".

Class Reset:

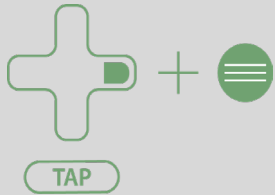


Master Reset:



Locking/Unlocking your Strikepack:

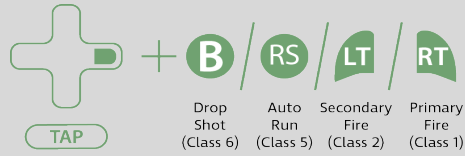
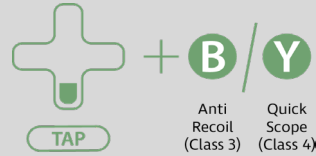
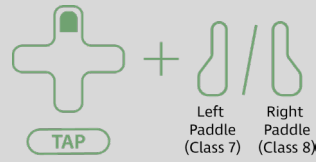
This is a quick button combo used to disable the ability to access the Strikepack settings/menus.



7 Enable/Disable mods

Quick Controls:

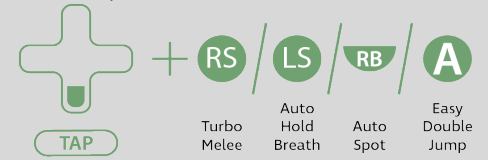
These are shortcuts designed to quickly enable/disable any mod in any of the 8 classes.



8 Quick Mods

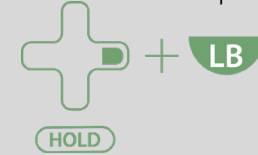
Quick mods:

These are enable/disable mods. They are either on or off with fast button presses to active or disable.

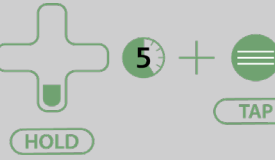
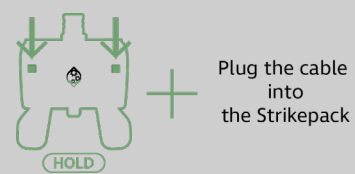


Bumper/Trigger swap:

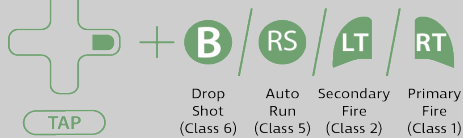
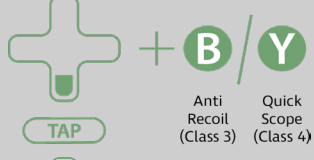
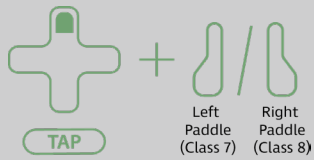
If you play with your bumpers and triggers swapped, this will need to be set on the Strikepack only. Not In Game.



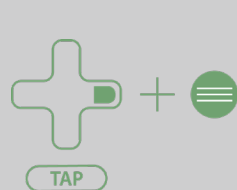
Class Reset:



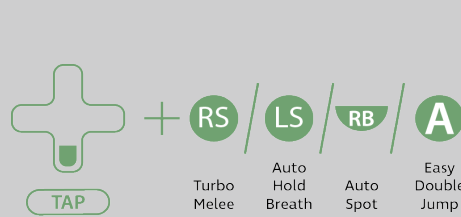
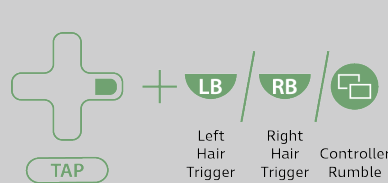
Quick Controls:



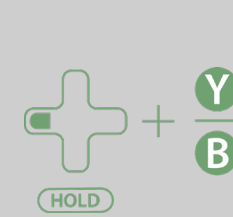
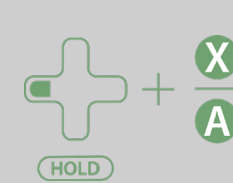
Locking Strikepack:



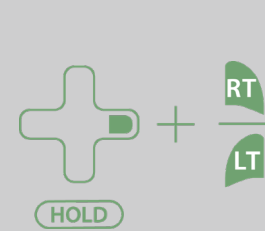
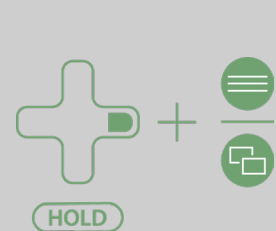
Quick Mods:



Navigation:

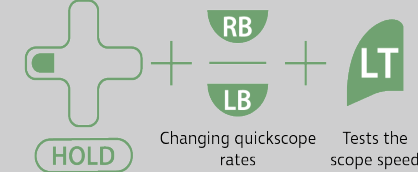


Controller Layouts



Mod adjustments:

Adjusting Quickscope



Adjusting Rapid Fire



Adjusting Burst Fire

