

PS3 RAGNAROK INSTRUCTION CARD - TURNING THE MODS ON OR OFF

HOLD the mod switch on back of controller, then TAP a stock button to TOGGLE the mode



(COD DEFAULT BUTTON LAYOUT)

PS3 RAGNAROK INSTRUCTION CARD - CHANGING MODES

HOLD the mod switch on back of controller, then HOLD a stock button to MODIFY the mode



PS3 RAGNAROK INSTRUCTION CARD - ADVANCED FEATURES

PHANTOM BUTTONS

When holding down the mod switch and pressing a stock button, ONLY the modchip recognizes the button press, NOT the game. Therefore, your soldier won't accidentally fire a shot and give away his position to the enemy, when you are changing modes

(Note: Phantom Buttons do not work on right and left stick presses)

COMPATIBLE BUTTON LAYOUTS

The mod supports all nine Call of Duty button layouts. To change to a different button layout, hold down the mod switch and hold down the triangle button. Player 4 LED will flash to indicate which button layout you have selected. Don't forget to also change to your new button layout from the game options menu.

Layout 1: Default  
Layout 2: Tactical  
Layout 3: Lefty  
Layout 4: Nom4d  
Layout 5: Charlie  
Layout 6: Default Alt  
Layout 7: Tactical Flipped  
Layout 8: Lefty Flipped  
Layout 9: Nom4d Flipped

Layout Name	Shoot	Scope	Lethals	Tacticals	Prone	Reload	Melee	Sprint
Default	R1	L1	R2	L2	O	[ ]	R3	L3
Tactical	R1	L1	R2	L2	R3	[ ]	O	L3
Lefty	L1	R1	L2	R2	O	[ ]	L3	R3
Nom4d	R1	L1	R2	L2	R3	[ ]	O	L3
Charlie	R1	R2	L1	L2	O	[ ]	R3	L3
Default Alt	R2	L2	R1	L1	O	[ ]	R3	L3
Tactical Flipped	R2	L2	R1	L1	R3	[ ]	O	L3
Lefty Flipped	L2	R2	L1	R1	O	[ ]	L3	R3
Nom4d Flipped	R2	L2	R1	L1	R3	[ ]	O	L3

MULTIPLE JITTER MODES

Mode 1: Jitter YY method - stays on always  
Mode 2: Jitter YY method - when gun is scoped, jitter turns off  
Mode 3: Jitter XYY method - stays on always  
Mode 4: Jitter XYY method - when gun is scoped, jitter turns off

MULTIPLE AKIMBO MODES

Mode 1: When gun is scoped, rapidfire is single-trigger only  
Mode 2: When gun is scoped, rapidfire turns off completely  
Mode 3: Akimbo stays enabled regardless of gun being scoped

MULTIPLE ZOMBIE MODES

Mode 1: Zombie auto-aim, with rapidfire disabled  
Mode 2: Zombie auto-aim, with rapidfire enabled

TEN DIFFERENT SLOTS OF PROGRAMMABLE RAPIDFIRE

Mode 1: Black Ops  
Mode 2: Modern Warfare 2  
Mode 3: Modern Warfare 1  
Mode 4: World At War\* (Special Mode)  
Mode 5: Halo Series  
Mode 6: GTA IV  
Mode 7: Game 7 - Open Slot  
Mode 8: Game 8 - Open Slot  
Mode 9: Game 9 - Open Slot  
Mode 10: Game 10 - Open Slot

TEN DIFFERENT SLOTS OF PROGRAMMABLE FAST RELOAD

Mode 1: Gun 1 - Timing 33  
Mode 2: Gun 2 - Timing 34  
Mode 3: Gun 3 - Timing 36  
Mode 4: Gun 4 - Timing 42  
Mode 5: Gun 5 - Timing 53  
Mode 6: Gun 6 - Timing 54  
Mode 7: Gun 7 - Timing 56  
Mode 8: Gun 8 - Timing 63  
Mode 9: Gun 9 - Timing 213  
Mode 10: Gun 10 - Timing 214

PS3 RAGNAROK INSTRUCTION CARD - USER PROGRAMMING INSTRUCTIONS

SETTING A NEW RAPIDFIRE SPEED IN SHOTS-PER-SECOND

Reprogram your rapidfire mode to any speed from 5 shots-per-second up to 99 shots-per-second.

Rapidfire speed is programmed by setting the tens digit, the ones digit, and the decimal digit. For example, if the speed is 16.2 shots per second. "1" is the tens digit, "6" is the ones digit, and "2" is the decimal digit.

During programming, when an LED or LED's flash very quickly, this means one of your digits is set to "0". Otherwise, the LED's will slowly blink the number. When in rapidfire speed programming mode, hold L1 to decrease speed, R1 to increase speed, or tap the mod switch to save the setting.

To enter into rapidfire speed programming mode, hold the mod switch, L1, R1, and then tap R2.

The controller will let you know that it has entered programming mode by alternating the Player 3 and 4 LED's a few times.

The controller will then flash the tens digit on the Player 4 LED. Adjust the speed by tapping L1 or R1. Tap the mod switch to move to the next digit.

The controller will then flash the ones digit on the Player 3 LED. Adjust the speed by tapping L1 or R1. Tap the mod switch to move to the next digit.

The controller will then flash the decimal digit on the Player 3 and Player 4 LEDs. Adjust the speed by tapping L1 or R1, then tap the mod switch to finish.

The controller will let you know that it saved your new speed by alternating the Player 3 and 4 LED's a few times. Now the process is finished.

SETTING A NEW FAST RELOAD GUN TIMING DELAY

Reprogram your fast reload guns for any gun elay between 1 and 255 delay units.

Reprogram your fast reload delay to work with virtually any gun in the Call of Duty series. Refer to the fast reload table on the website for the most up-to-date gun delay timings for your favorite weapons.

Fast reload delays are programmed by individually setting the hundreds digit, the tens digit, and the ones digit. For example, if the reload delay is 105 units, "1" is the hundreds digit, "0" is the tens digit, and "5" is the ones digit.

Any time an LED or LED's flash very quickly, this means one of your numbers is set to "0". Otherwise, the LED's will slowly blink the number. When in fast reload programming mode, hold L1 to decrease speed, R1 to increase speed, or tap the mod switch to save the setting.

To enter into fast reload speed programming mode, hold mod switch, L1, R1, then tap the Square [ ] button.

The controller will let you know that it has entered programming mode by alternating the Player 3 and 4 LED's a few times.

The controller will then flash the hundreds digit on the Player 3 and Player 4 LEDs. Adjust delay by tapping L1 or R1. Tap mod switch to move to next digit.

The controller will then flash the tens digit on the Player 4 LED. Adjust delay by tapping L1 or R1. Tap mod switch to move to next digit.

The controller will then flash the ones digit on the Player 3 LED. Adjust delay by tapping L1 or R1. Tap mod switch to move to next digit.

The controller will let you know that it saved your new speed by alternating the Player 3 and 4 LED's a few times. Now the process is finished.