Once your StrikePack has received the Dominator upgrade, you can refer to the rest of this document for operation instructions.
UPGRADING THE STRIKEPACK

Open the StrikeMax software on your Windows PC. Connect the StrikePack to one of your PC’s available USB ports using the supplied cable. You should automatically be prompted to update after the device is detected. Please proceed with this update. Thank you, you now have our most powerful StrikePack ever with the Dominator upgrade.

Your upgraded StrikePack Programming now has three distinct GAMING MODES. It has Tournament Mode (White Eyes), an FPS Dominator Mode (Lime Green Eyes) and an Advanced Game Pack/StrikeMax Mode (Dark Green Eyes). In Tournament Mode all MODS are disabled and only the paddle mapping is allowed. In FPS Dominator Mode the StrikePack has all of the features of the Xbox One FPS Dominator product. In Advanced Game Pack Mode the StrikePack can use all of the functionality of the advanced user PC software StrikeMax allowing for custom game packs and fine adjustments of many more advanced MODS.

GETTING STARTED

Attaching & Pairing the StrikePack to your Xbox One™ Console

1. Remove the Battery Pack cover off the XBOX ONE™ controller.
2. If there are batteries, remove both AA batteries.
3. Place the StrikePack device into the battery compartment. It should securely snap into place.
4. Plug the USB end of the StrikePack device into the charging port on the XBOX ONE™ Controller. Make sure it is securely attached.
5. Plug the supplied USB cable to the USB port on the StrikePack and connect to your XBOX ONE™ console that is on. Please wait for the guide button to illuminate before usage. Some controllers may take 3-5 seconds to detect. If the guide button does not illuminate after 5 seconds, disconnect the USB cable from the StrikePack device and reattach it. The guide button should now illuminate. Your device is now successfully paired.

Operating the StrikePack Device

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, FPS Dominator Mode and Game Pack Mode.

**Tournament Mode** – Each time the StrikePack is paired it starts in Tournament Mode by default. This is identified by the fact that the Gearhead Eyes are glowing WHITE. Tournament Mode allows you full access to map buttons to the paddles, but DOES NOT allow the use of any MODS.

**FPS Dominator Mode** – To enter FPS Dominator mode, simply HOLD the top P1/LEFT SELECT/PADDLE button and press the top P2/RIGHT SELECT/PADDLE button. You will know you have correctly entered FPS Dominator mode as identified by the Gearhead Eyes glowing LIME GREEN.

**GAME PACK/StrikeMax Mode** – To enter GAME PACK/StrikeMax mode, simply HOLD the top P1/LEFT SELECT/PADDLE button again and press the top P2/RIGHT SELECT/PADDLE button again. You will know you have correctly entered GAME PACK mode as identified by the Gearhead Eyes glowing DARK
GREEN. This will place you in the FIRST GAME PACK slot that you set up with the StrikeMax PC software. If there is no GAME PACK loaded on, the device will simply go back to TOURNAMENT mode visible as the Gearhead Eyes will be WHITE. If there is more than one GAME PACK loaded on via the StrikeMax PC software, then as you HOLD the P1/LEFT SELECT/PADDLE button and TAP the P2/RIGHT SELECT/PADDLE button you will simply cycle through the loaded GAME PACKS until returning to TOURNAMENT mode.

**TOURNAMENT MODE OPERATION**

In Tournament mode ONLY the paddles can be mapped. NO MODS are available in the mode.

**On the Fly Paddle Mapping:**

1. Paddle Mapping is a very simple process that take a fraction of a second and can be done in real time while playing. Choose which paddle you want to assign. To MAP that paddle, simply hold down the appropriate left or right SELECT/PADDLE button and while still holding the button simply PRESS the button you want to assign. To save that button as the designated choice simply LET GO of both buttons. For Example: If say, you wanted to assign the “A” button to the right paddle, just press & hold the top RIGHT SELECT/PADDLE button and PRESS the “A” button. Once you release both buttons, “A” has been assigned to the right paddle. To map the left paddle, follow the same process, but use the top LEFT SELECT/PADDLE button instead. Every button can be mapped, even the LS and RS stick buttons. Only the triggers, as they are analog, are unable to be mapped. NOTE: Two consecutive buttons can be mapped to any paddle. If say, you wanted to assign the “RB” & “Y” button to the right paddle, just press & hold the top RIGHT SELECT/PADDLE button to the right paddle, just press & hold the top RIGHT SELECT/PADDLE button and then the “Y” button. Once you release the buttons, “RB-Y” is assigned to the right paddle. This can be very useful in games that require holding a button and pressing another frequently like MMO’s.

2. The following buttons can be mapped in this method:
FPS DOMINATOR MODE OPERATION

MOD Navigation & Basic Control

To cycle through classes, HOLD D-PAD LEFT and use X to go up a class and A to go DOWN a class—small top LED’s.

To cycle through MODS in a Class HOLD D-PAD LEFT and use Y to go up a MOD number and B to go down a MOD number. Left Trigger Rumble indicate MOD number.

To Reset to Class Defaults any adjustable MOD, while HOLDING D-PAD LEFT press MENU, the controller will rumble to indicate class reset.

To Reset all Classes and MODs to Default and do a master reset: HOLD DOWN D-PAD for 5 seconds and ALL the GREEN LED’s will be LIT and FLASHING to let you know you are preparing to do a master reset and then PRESS MENU, the triggers and controller will rumble on to indicate a master reset.

LOCK/UNLOCK – To LOCK the F.P.S. StrikePack so that shortcuts and class/MOD navigation controls are not enabled simply HOLD D-PAD RIGHT and MENU (White LED’s will Flash), to UNLOCK HOLD D-PAD RIGHT and PRESS MENU again (Green LED’s will Flash)

Secondary Weapon Fire (Weapon Swap) – your secondary weapon fire is used when the player TAPS Y in the game as the XB1 F.P.S. Dominator uses this button press to determine weapons are being switched. If the cycle goes out of sync, simply HOLD right d-pad and tap Y while using your primary weapon to reset. Weapon Swap is always enabled by default. In order to disable it, simply HOLD right D-Pad for 3 seconds to enter secondary menu and PRESS Y. The four left White LED’s will light up to indicate that Weapon swap is off. HOLD right D-Pad for 3 seconds to enter secondary menu again and PRESS Y to re-activate and the four right LED’s will go GREEN to indicate that Weapon Swap is on. This setting is not permanently saved. Each time the XB1 F.P.S. Dominator is turned on Weapon Swap will be enabled.

Secondary Menu Navigation

Button Layout – Secondary Menu

To select a different button Layout simply HOLD right D-Pad for 3 seconds and tap MENU, the XB1 LEFT 1st and 2nd WHITE LED’s will go WHITE and stay WHITE to let you know it is in Button Layout mode and the RIGHT GREEN 7th and 8th LED’s will flash GREEN for the corresponding button layout below.

NOTE: You MUST change the in game button layout to the corresponding button layout that you chose below. The current button layouts are based on the commonly used COD: Black Ops 3TM controls.

0 - Default 3 - Nom4d 6 - Bumper Jumper
1 - Tactical 4 - Charlie 7 - Stick & Move
2 - Lefty 5 - One-Hand Gunslinger

Controller Layout – Secondary Menu

To swap the triggers with LB/RB simply HOLD right D-Pad for 3 seconds until the XB1 LEFT 1st and 2nd WHITE LED’s will go WHITE and stay WHITE entering secondary menu mode and tap LB to swap. If activated the XB1 Right four LED’s will FLASH green to indicate they are swapped.
MOD CONTROL

Adjustable MOD Controls

For Adjustable MODs keep HOLDing the appropriate D-Pad direction while in that Class and MOD and use RB to increase value (XB1 GREEN LED’s FLASH) and LB to decrease (XB1 WHITE LED’s FLASH) and the RT to test. Values increase and decrease in increments of 10.

The exception is Quickscope as RB is used to increase value and LB to decrease BUT LT is used to test.

Adjustable Burst Fire (BASED ON COD:BOIII)

The current Burst Fire is based on the weapon selection from the Call of Duty: Black Ops III TM 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, HOLDING D-Pad LEFT while in that Class and MOD and use RB to increase the weapon bundle number and LB to decrease the weapon bundle number. The XB1 RIGHT LED’s FLASH GREEN the number of times to indicate the selected weapon bundle.

**Bundle 1**
- MR6 60/40 (600 rpm)
- L-CAR9 60/40 (722 rpm)
- KUDA 60/40 (722 rpm)
- VMP 60/40 (909 rpm)
- WEEVIL 60/40 (722 rpm)
- RAZORBACK 60/40 (625 rpm)
- KN-44 60/40 (640 rpm)
- HVK-30 60/40 (FASTEST AR)
- ICR-1 60/40 (600 rpm)
- DINGO 60/40 (722 rpm)

**Bundle 2**
- VESPER 50/40 (1200 rpm)

**Bundle 3**
- MAN-O-WAR 70/40 (517 rpm)
- BRM 70/40 (517 rpm)

**Bundle 4**
- SHEIVA 100/100 (257 rpm)
- HAYMAKER 12 100/100 (300 rpm)
- GORGON 100/100 (327 rpm)
- DRAKON 100/100 (277 rpm)

**Bundle 5**
- 205 BRECCI 140/140
  - (212 rpm)

To adjust the burst rounds, HOLDING D-Pad LEFT 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 Xbox Right Trigger rumbles the number of times of burst rounds selected.

Adjustable Button Turbo 2.0

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 need to be tapped once or held in the game, and not turbo’d. Now with Turbo 2.0, the chosen paddle acts as the activator so that any button can be turbo’d at any time in a game simply by holding the appropriate paddle. 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 left paddle turbo 2.0, or the 7th option in Class 8/LED 8 for right paddle Turbo 2.0. With Turbo 2.0 activated, simply holding the paddle down will cause whatever button you press to turbo (rapidly press automatically) for the duration your paddle and that button is pressed.

To adjust the Turbo 2.0 speed keep Hold ing the LEFT D-Pad direction while in that Class and MOD and use RB to increase value (XB1 RIGHT LED’s FLASH GREEN the number of times to indicate action value) and LB to decrease (XB1 LEFT LED’s FLASH WHITE the number of times to indicate action value) and the RT to test. Values increase and decrease in increments of 10.
MAIN MENU & DEVICE CONTROL

MOD Classes – Indicated by 8 top LED’s

1. Primary Weapon Fire 5. Auto Run
2. Secondary Weapon Fire 6. Drop Shot
3. Adjustable Anti-Recoil 7. Left Paddle MOD
4. Quick Scope 8. Right Paddle MOD

Class Use Instructions

1. **Primary Weapon Fire** – LED 1 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
   a. 1 Flash – Rapid Fire - default
   b. 2 Flashes – Adjustable Rapid Fire
   c. 3 Flashes – Optimized Jitter
   d. 4 Flashes – Adjustable Burst Fire
   e. 5 Flashes – Pulse Fire

Primary Weapon Fire can be assigned to the LT as well for Primary Akimbo weapons:

HOLD UP on D-Pad + LT – Primary Weapon Fire Mode is assigned to LEFT Trigger.

If Akimbo is active Scope MODs will automatically be disabled and will be automatically be re-enabled once Akimbo is turned off. Primary Akimbo MUST be assigned while using the Primary weapon.

2. **Secondary Weapon Fire** – LED 2 LIT when on – LEFT Trigger Rumbles

   MOD value when adjusting
   a. 1 Flash – Rapid Fire – default
   b. 2 Flashes – Adjustable Rapid Fire
   c. 3 Flashes – Optimized Jitter
   d. 4 Flashes – Adjustable Burst Fire
   e. 5 Flashes – Pulse Fire

Secondary Weapon Fire can be assigned to LT as well for Secondary Akimbo weapons:

HOLD UP on D-Pad + LT – Secondary Weapon Fire Mode is assigned to LEFT Trigger

If Akimbo is active Scope MODs will automatically be disabled and will be automatically be re-enabled once Akimbo is turned off. Secondary Akimbo MUST be assigned while using the secondary weapon.

3. **Adjustable Anti-Recoil** – LED 3 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
   a. 1 Flash- enabled- default
   b. 2 Flashes - Scope Enable
   c. 3 Flashes - Scope Disable
   d. 4 Flashes - Inverted Y
   e. 5 Flashes - Scope Enable Inverted Y
   f. 6 Flashes - Scope Disable Inverted Y

4. **Quick Scope** – LED 4 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
   a. 1 Flash - Tap (300ms) - default
   b. 2 Flashes - Press Sensitive Adjustable
   c. 3 Flashes - Fully Auto Adjustable (Adjusts in increments of 10ms up and down)

5. **Auto Run** – LED 5 LIT when on – Orange LIGHTBAR Flashes MOD value when adjusting:
   a. 1 Flash - Always On
   b. 2 Flashes - Press sensitive

6. **Drop Shot Button Layout** – LED 6 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
   a. 1 Flash – Rapid Fire Drop -Activated via Circle Press & Hold or Paddle Hold if paddle enabled – Rapid Fires as you drop prone, stops firing upon release
   b. 2 Flashes – Auto Drop - Activated via Circle Press or Paddle Press if paddle enabled – Drop to prone position
7. **Left Paddle MOD** – LED 7 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
   a. 1 Flash – Optimized Rapid Fire
   b. 2 Flashes – Pulse Fire
   c. 3 Flashes – Optimized Jitter
   d. 4 Flashes – Drop Shot Mode
   e. 5 Flashes – Reload & Slide
   f. 6 Flashes – Easy Double Jump
   g. 7 Flashes – Adjustable Button Turbo 2.0

8. **Right Paddle MOD** – LED 8 LIT when on – LEFT Trigger Rumbles MOD value when adjusting
   a. 1 Flash – Optimized Rapid Fire
   b. 2 Flashes – Pulse Fire
   c. 3 Flashes – Optimized Jitter
   d. 4 Flashes – Drop Shot Mode
   e. 5 Flashes – Reload & Slide
   f. 6 Flashes – Easy Double Jump
   g. 7 Flashes – Adjustable Button Turbo 2.0

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**QUICK MODS**

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

**COD** – StrikePack Flashes GREEN ON/ WHITE OFF
- Easy Double Jump - HOLD DOWN D-PAD + A

**F.P.S** – StrikePack Flashes GREEN ON/ WHITE OFF
- Auto Hold Breath - HOLD DOWN D-PAD + L3

**Battlefield** – StrikePack Flashes GREEN ON/ WHITE OFF
- Auto Spot – HOLD DOWN D-PAD + RB

- Hair Triggers – StrikePack Flashes GREEN ON/ WHITE OFF
- Hair Trigger on Right Trigger – HOLD RIGHT D-PAD + RB
- Hair Trigger on Left Trigger – HOLD RIGHT D-PAD + LB

**RUMBLE ON/OFF** – XB1 Controller RUMBLES when activated
- Turns Rumble ON/OFF – HOLD right d-pad + VIEW (controller rumbles when activated)
QUICK CONTROLS
Quick Controls are some of the most powerful and advanced features of the StrikePack F.P.S. Dominator. These controls allow the user to instantly disable and re-enable active MODs at will. For example, if the user in a shooter pick up a new temporary weapon but has rapid enabled, using the quick control of RIGHT D-PAD and RIGHT TRIGGER will quickly disable the rapid fire MOD. Just tap the sequence again to re-enable. This is a very flexible system allowing maximum compatibility in gameplay.

QUICK ENABLE/DISABLE SHORTCUTS – MOD MUST BE ACTIVE VIA CLASS SECTION GREEN ON/WHITE OFF

1. Primary Fire – HOLD Right D-PAD + RT
2. Secondary Fire – HOLD Right D-PAD + LT
3. Anti-Recoil – HOLD Down d-pad + B
4. Quick Scope – HOLD Down d-pad + Y
5. Auto Run – HOLD Right D-PAD + R3
6. Drop Shot – HOLD Right D-PAD + B
7. Left Paddle MOD – HOLD UP D-PAD + LP
8. Right Paddle MOD – HOLD UP D-PAD + RP

GAME PACK/STRIKE MAX MODE OPERATION

LED Identification:
If the user is using a Game Pack, then the controller with provide LED identification to the user to represent which of the 8 game packs are in use by having the corresponding LED lit solid. In the image below Game Pack #7 is active. The active game pack is always shown using the LED’s. When no Game Pack is active none of the LED’s will be lit and the device will be under normal Tournament StrikePack operation (WHITE EYES) or FPS Dominator Mode (LIME GREEN EYES).

Game Pack MENU MODE:

1. To enter Game Pack MENU Mode press and hold BOTH the VIEW and MENU buttons for 2 seconds. Keep holding the VIEW button to remain in Game Pack Menu mode. The left bank LED’s will all be lit up and flashing WHITE. You can release the MENU button once the LED’s begin to flash. They will be flashing the appropriate number of times to represent the most recently selected CLASS. The Right bank LED’s will also all be lit up GREEN and flashing the appropriate number of times to represent the most recently selected MOD.
2. Press \( \text{X} \) to switch to increase the CLASS number. Press \( \text{A} \) to decrease the CLASS number. The 4 LEFT bank LED’s will flash WHITE based on the appropriate number of times for the selection.

3. Press \( \text{Y} \) to switch to increase the MOD number. Press \( \text{B} \) to decrease the MOD number. The 4 RIGHT bank LED’s will flash GREEN based on the appropriate number of times for the selection.

4. Once the VIEW button is released, programming will exit and the class and mod selection will be saved.

**Game Pack Selection:**

1. In order to select a new Game Pack, simply press and hold the P1/LEFT SELECT/PADDLE button and tap the P2/RIGHT SELECT/PADDLE button. Each tap of P2/RIGHT SELECT/PADDLE button will select the next Game Pack bank to the right until bank 8 is selected and then will go to Tournament Mode. The current Game Pack in use will be indicated by the LED slot number (1-8) lit up while in GAME PACK MODE.

2. In order to select the currently lit Game Pack bank simply release the P1/LEFT SELECT/PADDLE button to save your selection.

**STRIKE MAX PC SOFTWARE OPERATION**

**ADDING GAMEPACKS:**

1. To add a Game Pack to your device, simply select it from the “Gamepacks” list on the TOP LEFT window. Once highlighted, just drag it into your desired “Memory Slot”.

2. Once in the Memory Slot, the instructions for that particular Game Pack will appear in the “Instructions” window on the right. Here you will find the information you need to adjust the Game Pack away from the software when the StrikePack device is attached to your console. You MUST “Program Device Slots” to add a Game Pack to the StrikePack device. The information in the windows also details what each “Class” and “Mod” do when activated.

3. You can also customize the Game Pack settings on your PC using the Strike Max software. For example, you may want to start by adjusting the “Primary Rapid Fire”. Simply select this from the dropdowns in the “Gamepack Config” window.

4. In this case you may want to activate “Optimized Rapidfire”. Simply choose “Optimized Rapidfire” from the drop down menu. In order to keep this setting you MUST click on “Save Configuration”. You do not have to save after each setting change in a Game Pack, but before you leave that Game Pack you MUST click on “Save Configuration”. If done correctly, you will see a “Configuration Saved” window come up. Just click on OK to continue.

5. Once done with your Game Pack Config you MUST “Program Device Slots” to add a Game Pack to the StrikePack device. To do this simply click on “Program Device Slots”.

6. If the StrikePack device is programmed successfully you will see a “Total slots programmed: X” message appear. Your StrikePack device is now loaded with your Game Packs. Click OK to continue. You can now disconnect your StrikePack device from your PC and use with your Xbox One console and all of the settings chosen will be ready for use.

7. To remove the Game Packs on your StrikePack device simply select the Game Pack(s) you want to remove by clicking on the checkbox to the right of its name in the Memory Slots list and then click on “Remove Selected”. You can select one or more Game Packs at once for removal. You will receive a message screen in the Gamepack Config window letting you know the Game Pack has been removed from that Slot.