STRIKEPACK™
F.P.S. Dominator

For **PlayStation 4**™

Reference Guide

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i Introduction

WELCOME TO THE STRIKEPACK™ FAMILY

You are now the proud owner of the Strikepack™ FPS Dominator for PS4!

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.

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1 Getting Started

Setting up your Strikepack:
Turn on your PS4 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 controll er you want mapped to the paddle. After pressing you can release all buttons and that paddle will be remapped to the button you chose.

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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 blue.

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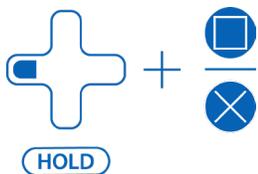This will reset the device to factory settings. It will not remove the firmware version.

HOLD
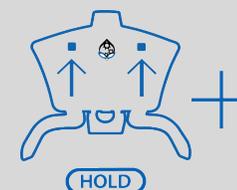
Plug the cable into the Strikepack

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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)

HOLD

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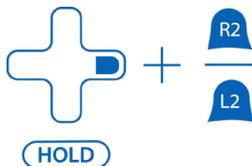
HOLD

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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:

R2 / L2

HOLD

Layouts:
Once a game selection is made you will need to choose the layout you want for that game.
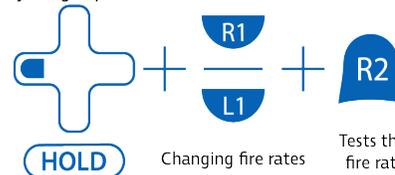
OPTIONS / SHARE

HOLD

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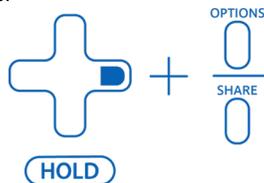
5 Adjusting Mods

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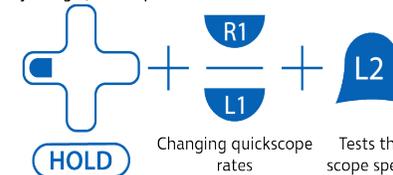All mods that have "Adjustable" in the title can be adjusted. Make sure you are in the mod menu with your mod selected.

Adjusting Rapid Fire

R1 / L1 + R2

HOLD   Changing fire rates   Tests the fire rate

Adjusting Quickscope

R1 / L1 + L2

HOLD   Changing quickscope rates   Tests the scope speed

Adjusting Burst Fire:
Burst fire is based around COD:BO3 weapons. Similar to adjusting other mods R1 increases the value, this time it's for weapon bundle. L1 will decrease the weapon bundle. R2 is used to increase the shot count (from 1-6) and L2 is used to decrease this count.

Adjusting Burst Fire

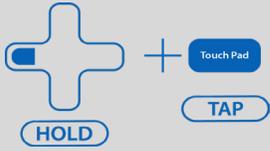R1 / L1 + R2 / L2
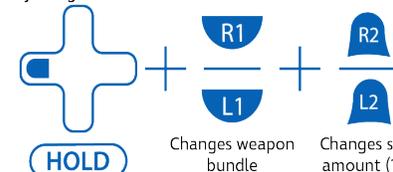
HOLD   Changes weapon bundle   Changes shot amount (1-6)
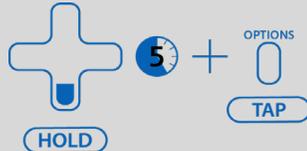
6 — Class/Master Reset & Lock

Resetting your Strikepack:
You can either reset a specific class using "Class reset" or all of mod mode using "Master reset".
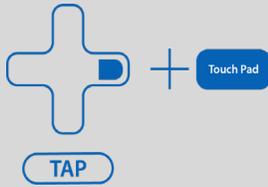
Class Reset:
D-Pad Left + Touch Pad — TAP
(HOLD)

Master Reset:
D-Pad + 5 + OPTIONS — TAP
(HOLD)

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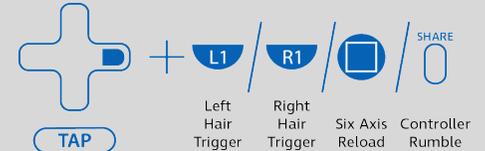This is a quick button combo used to disable the ability to access the Strikepack settings/menus.

D-Pad Right + Touch Pad — TAP

7 — Enable/Disable mods

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

D-Pad Up + Left Paddle (Class 7) / Right Paddle (Class 8) — TAP

D-Pad Down + Circle Anti Recoil (Class 3) / Triangle Quick Scope (Class 4) — TAP

D-Pad Left + Circle Drop Shot (Class 6) / R3 Auto Run (Class 5) / L2 Secondary Fire (Class 2) / R2 Primary Fire (Class 1) — TAP
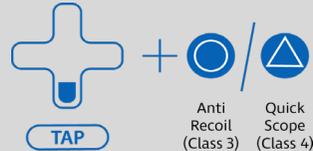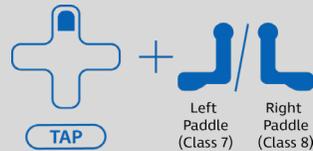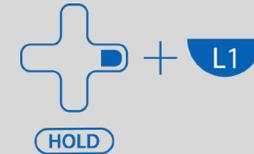
8 — Quick Mods

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

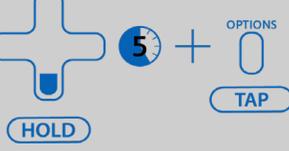D-Pad Up + R3 Turbo Melee / L3 Auto Hold Breath / R1 Auto Spot / X Easy Double Jump — TAP

D-Pad Down + L1 Left Hair Trigger / R1 Right Hair Trigger / Square Six Axis Reload / SHARE Controller Rumble — TAP
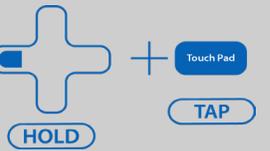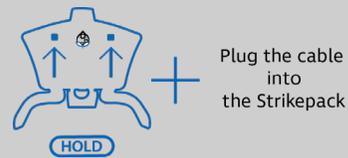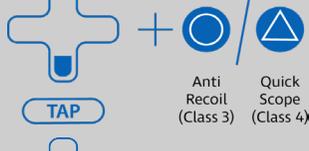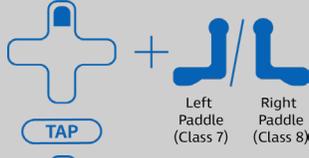
Bumper/Trigger swap:
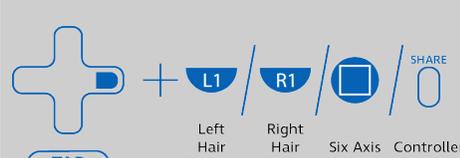If you play with your bumpers and triggers swapped, this will need to be set on the Strikepack only. Not In Game.

D-Pad Right + L1 — HOLD

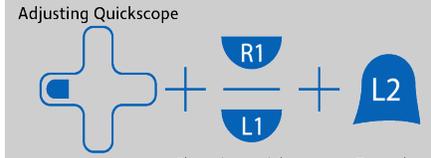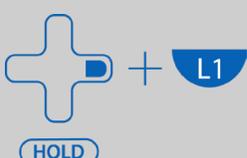### Class Reset:
Plug the cable into the Strikepack — HOLD

D-Pad Left + Touch Pad — TAP
(HOLD)

D-Pad + 5 + OPTIONS — TAP
(HOLD)

Bumper Trigger swapping:
D-Pad + L1 — HOLD

Quick Controls:
D-Pad Up + Left Paddle (Class 7) / Right Paddle (Class 8) — TAP

D-Pad Down + Circle Anti Recoil (Class 3) / Triangle Quick Scope (Class 4) — TAP

D-Pad Left + Circle Drop Shot (Class 6) / R3 Auto Run (Class 5) / L2 Secondary Fire (Class 2) / R2 Primary Fire (Class 1) — TAP

Locking Strikepack:
D-Pad Right + Touch Pad — TAP

Quick Mods:
D-Pad Down + L1 Left Hair Trigger / R1 Right Hair Trigger / Square Six Axis Reload / SHARE Controller Rumble — TAP

D-Pad Up + R3 Turbo Melee / L3 Auto Hold Breath / R1 Auto Spot / X Easy Double Jump — TAP

Controller Layouts
D-Pad + OPTIONS / SHARE — HOLD

D-Pad + R2 / L2 — HOLD

Navigation:
D-Pad Left + Square / X — HOLD

D-Pad Left + R2 / L2 — HOLD

Mod adjustments:

Adjusting Quickscope
D-Pad + R1/L1 + L2 — HOLD
Changing quickscope rates — Tests the scope speed

Adjusting Rapid Fire
D-Pad + R1/L1 + R2 — HOLD
Changing fire rates — Tests the fire rate

Adjusting Burst Fire
D-Pad + R1/L1 + R2/L2 — HOLD
Changes weapon bundle — Changes shot amount (1-6)