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# SWITCH UP™ GAME ENHANCER

FIRMWARE VERSION	RELEASE DATE (YYYY/MM/DD)
2.1.10	2022/02/24
2.1.13+bdsp+sv	2023-01-11-bdsp

## UPDATING THE SWITCH UP™ DEVICE

Power up your game with the **SWITCH UP™** Game Enhancer device.

Before using the Switch Up™ device, it is IMPORTANT to make sure that your device is updated with all of the latest features.

Download the Collective Minds™ Universal Updater software below and use the application to update your Switch Up™ device to the latest firmware version.

### UPDATER:

Windows 10 or higher [Download](#)

Mac OSX 10.15 Yosemite through High Sierra [Download](#)

Mac OSX 10.15 Catalina [Download](#)

Mac OSX 11 Big Sur [Download](#)

Mac OSX 11 Big Monterey [Download](#)

## UPDATING STEPS:

**STEP 1:** Open the update tool on your computer. Plug in your Switch Up™ device into an available USB port.

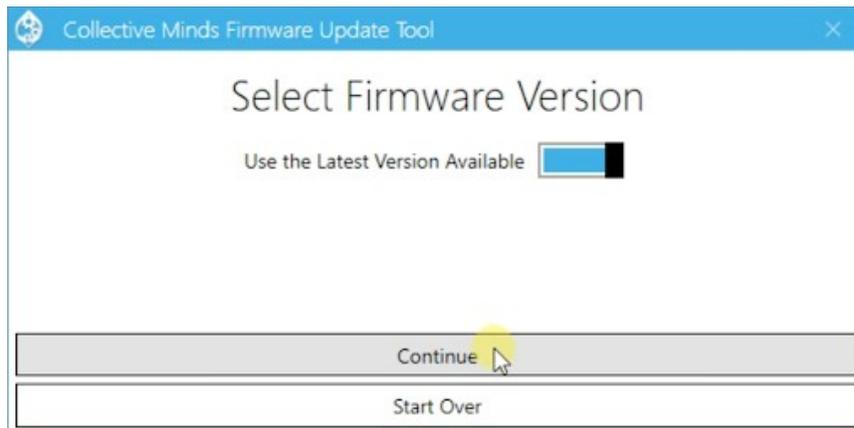


**STEP 2:** Once the Switch Up™ device is detected, click on the Device

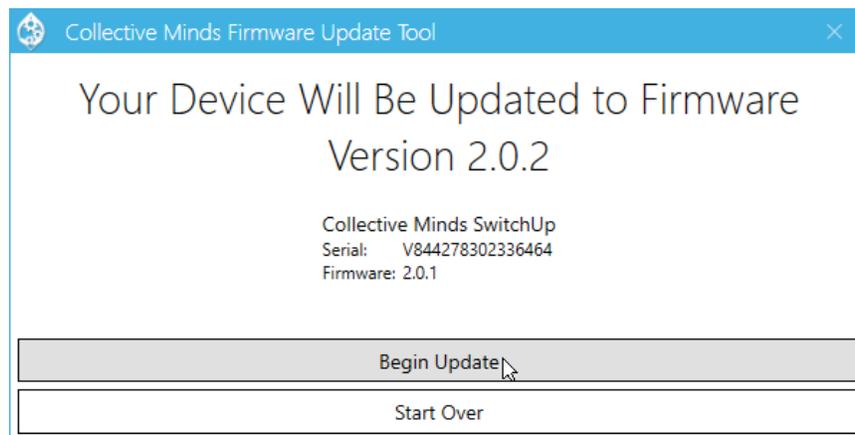
Name in the Update Tool.



**STEP 3:** On the Firmware Selection screen simply click Continue.

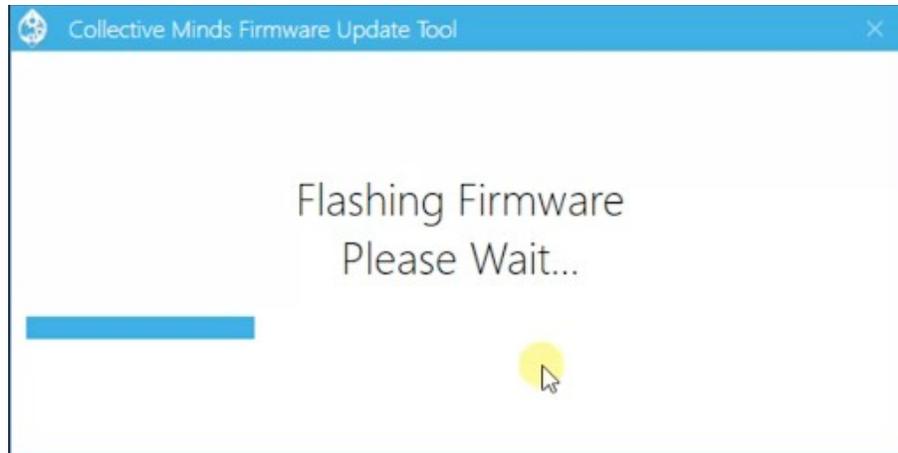


**STEP 4:** Your Switch Up™ is now ready to be updated. Click on Begin Update to start the process.



(This DOES NOT represent the version number you will be updating to. Also, **DO NOT** select "2.0.3-rc.5+tournamentstick")

**STEP 5:** The Switch Up™ device will now begin receiving the latest update. DO NOT remove your switch device while the update is in progress.



**STEP 6:** When you see "Update Completed" you can safely remove your Switch Up™ device from your computer and begin enjoying it.



If you accidentally selected "2.0.3-rc.5+tournamentstick":

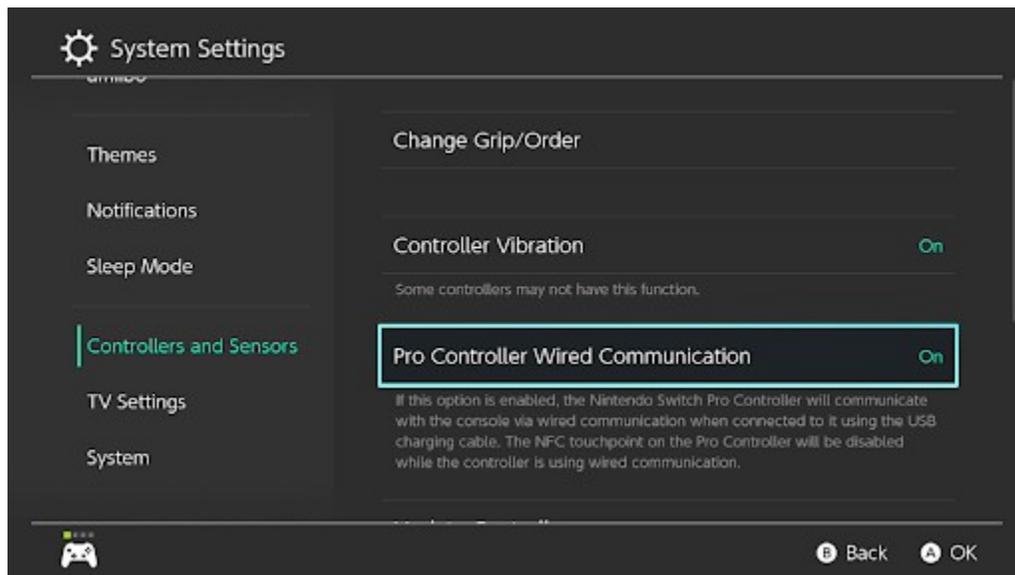
- 1 Unplug the Switch Up™.
- 2 While holding both the MODE Selector and Bluetooth Pairing buttons together, plug your Switch Up™ back into your PC or Mac.
- 3 Follow the steps above to update to the Latest Version (It is currently 2.0.2, but may change in the future).
- 4 Make sure that the "Use the Latest Version Available" option is ON (To the Right).

After a Switch Up™ firmware update, to avoid issues it is recommended to factory reset the Switch Up™ device. To do this, HOLD the Bluetooth Sync button (closest to the four LEDs) while plugging in the Switch Up™.

## MODE ACTIVATION

### **BEFORE YOU CONNECT THE SWITCH UP™ DEVICE TO THE SWITCH™ VIA THE DOCK OR AN OTG CABLE...**

YOU MUST FIRST NAVIGATE TO THE SWITCH™ "**SYSTEM SETTINGS**". NAVIGATE DOWN TO "**CONTROLLERS AND SENSORS**". SET THE "**PRO CONTROLLER WIRED COMMUNICATION**" OPTION TO "**ON**".

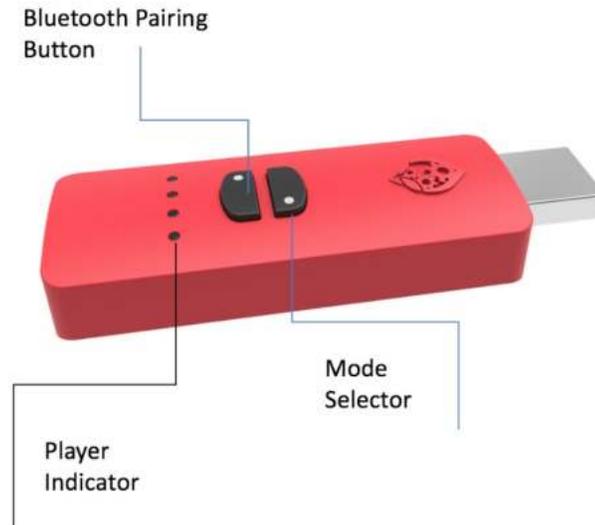


Not doing so will result in either an "Error Code 2011-0301" or improper controls and a lack of rumble. In the latest Switch Up™ firmware version, the Switch Up™ device will display **PURPLE LEDs** if no controller is plugged in; if you proceed to connect a controller it will provide a further warning with **YELLOW LEDs**. In any event...

Unplug the Switch Up™, power down and power back up the Switch™, then change the "Pro Controller Wired Communication" option to "ON".

You can now plug in your Switch Up™ and enjoy it without issue!

# MODE ACTIVATION



**Your controller must be connected/paired to the Switch Up™ BEFORE cycling through Modes. PRESS & RELEASE the Mode SELECTOR to cycle through the 9\* Modes:**

**Standard Mode**

**White LEDs**

**Diamond & Pearl\*\*** (Optional Upgrade)

**Pink & Blue LEDs**

**Scarlet & Violet\*\*** (Optional Upgrade)

**Red & Purple LEDs**

**Sword & Shield**

**Yellow & Teal LEDs**

**Animals Crossing: New Horizons**

**Green & Sky Blue LEDs**

**Macro Recorder**

**Purple & Orange LEDs**

**Battle Royale**

**Teal & Purple LEDs**

**Breath of the Wild**

**Green LEDs**

**Super Odyssey**

**Red LEDs**

Please note that **Pokemon Diamond & Pearl** (now including **Scarlet & Violet**) is an optional paid upgrade for existing Switch Up™ devices and is unavailable out of the box.

## POKEMON DIAMOND & PEARL +SV UPGRADE INSTRUCTIONS

The Pokemon Diamond & Pearl Mode is an optional paid upgrade that will upgrade a **single** Switch Up™ device for \$19.99 (USD). This is a one time upgrade per Switch Up™ device, NOT a subscription. Please note that there are no refunds for Diamond & Pearl upgrades so keep this in mind before you purchase. (For the limited run of Pokemon Diamond & Pearl themed Switch Up™ devices, they can be upgraded at no additional cost). This upgrade now includes Scarlet & Violet features.

**Step 1:** Download Switch Up™ Central from [here](#) and open it up on your computer. It will be "Waiting for device..."



**Step 2:** Plug your Switch Up™ device into a USB port on your computer. At this point, if you have a Diamond & Pearl themed device, its serial will be authorized and you can just click "Program Device" and skip to Step 5. For everyone else, it will say "Serial not Authorized". Proceed to the next step.



**Step 3:** Click on the banner; it will automatically close Switch Up™ Central and open up the payment page in your browser. From here you can either pay directly with a valid credit card or purchase a token from our website to redeem it afterwards. Whichever method you choose, follow the on-screen instructions to complete your purchase.



### Thank you for purchasing Switch Up Diamond and Pearl Update!

To begin re-open the [SwitchUp Central Software](#).

For Technical Support reach out to us at [support@collectiveminds.ca](mailto:support@collectiveminds.ca)

#### Your Device Info:

Device Serial: DFU#VB142213703C

License: Diamond and Pearl Update

License activated successfully.

**Step 4:** After completing your chosen purchase method (or redeeming your token), it will be permanently registered to your specific Switch Up™ device and no other. Open up Switch Up™ Central again and click "Program Device".

**Step 5:** The "Program Device" button will replace your firmware version completely with a new firmware that includes the Diamond & Pearl Mode in addition to the existing Modes. From now on it is this "Program Device" button that you should use to update your Switch Up™ device, not the Universal Updater software which will revert it to a firmware version that lacks the Diamond & Pearl Mode.

After programming the Switch Up™ device, to avoid issues it is recommended to perform a factory reset. To do this, HOLD the Bluetooth Sync button (closest to the four LEDs) while plugging in the Switch Up™.

## CONTROLLER SUPPORT

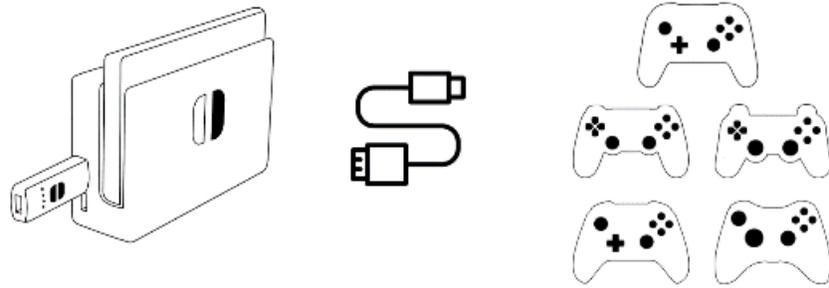
The Switch Up™ device **SUPPORTS OFFICIAL 1ST PARTY** Joy-Con™ / Switch™ Pro / Wii U™ Pro / Xbox® Series / Xbox One® / Xbox 360® / PlayStation®5 / PlayStation®4 / PlayStation®3 controllers.

3rd party controllers, regardless of whether they are officially licensed, are **UNSUPPORTED!**

The Switch™ console sees the Switch Up™ device as a **SINGLE** Pro Controller; hence your game needs to have Switch™ Pro Controller support. You **CANNOT** connect multiple controllers to the Switch Up™ but with a powered USB hub, multiple Switch Up™ devices is possible! NFC functionality **WILL NOT** function through the Switch Up™. As the CAPTURE button for the Switch™ console, PlayStation®4/5 controllers use TOUCHPAD, whereas Xbox One®/Series use SYNC or SHARE.

If the paired Switch Up™ controller is not set as the FIRST controller, it may not output anything in the game (even if it works in the Home Screen). To resolve this: lock, then unlock your Switch™ and only use the paired Switch Up™ controller to control the Switch™.

**WIRED CONTROL:** The simplest connection of a controller is through a wired connection. Simply connect your controller directly to the Switch Up™ with its respective controller cable. Once you have done this, you can enjoy wired play.



**WIRELESS CONTROL:** To use a wireless controller with your Switch Up™, you will have to first pair your wireless controller with the Switch Up™. Each wireless controller has a simple wireless pairing method as follows.



**CONTROLLER CONVERSION TABLE**

SW	WII	XB1/S	360	PS4/5	PS3
X	X	Y	Y	△	△
A	A	B	B	○	○
B	B	A	A	×	×
Y	Y	X	X	□	□
ZL	ZL	LT	LT	L2	L2
L	L	LB	LB	L1	L1
ZR	ZR	RT	RT	R2	R2
R	R	RB	RB	R1	R1

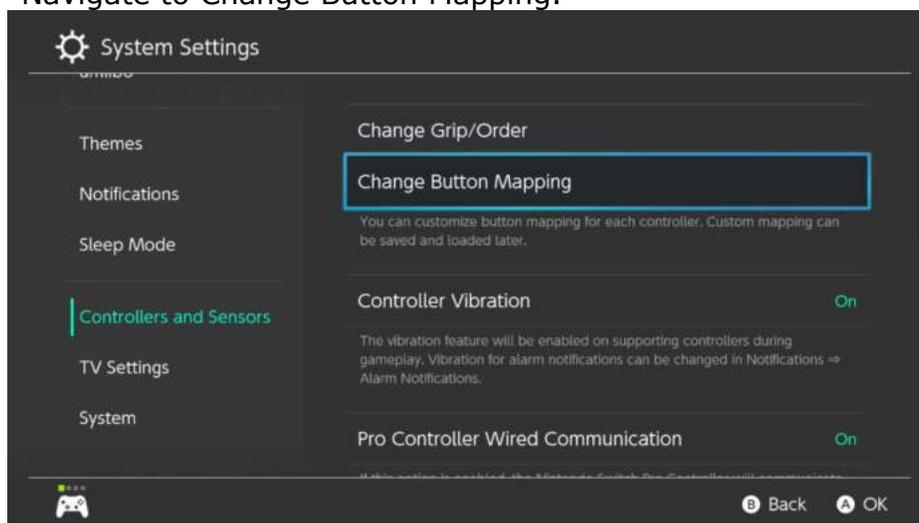
		<b>LS</b>	<b>LS</b>	<b>L3</b>	<b>L3</b>
		<b>RS</b>	<b>RS</b>	<b>R3</b>	<b>R3</b>
			 <b>BACK</b>	 <b>SHARE</b>	 <b>SELECT</b>
			<b>START</b>	 <b>OPTIONS</b>	<b>START</b>
<b>HOME</b>	<b>HOME</b>	<b>HOME</b>	<b>GUIDE</b>	<b>PS</b>	<b>PS</b>

## RESET BUTTON MAPPING

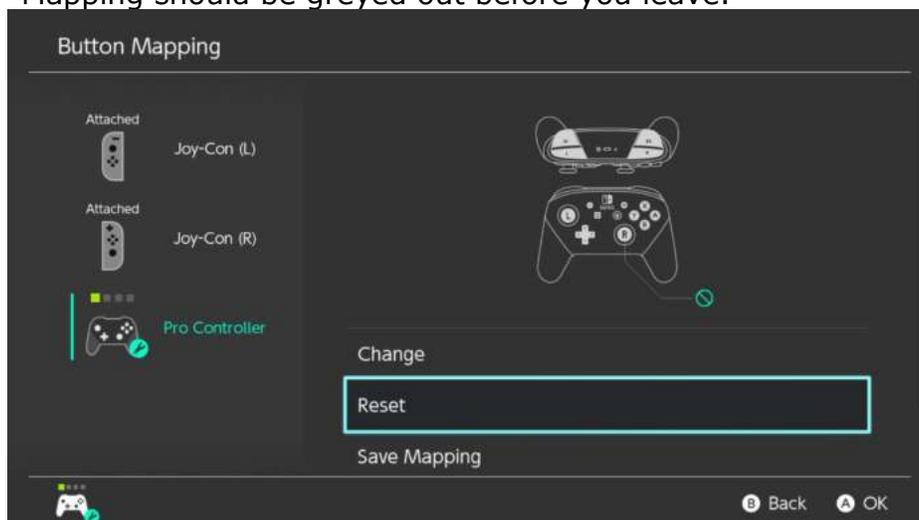
**This ONLY applies to Switch Up™ M.O.D.s. It is NOT an issue when using Standard Mode. For M.O.D.s to function correctly, it is important to RESET your Button Mappings from the “Change Button Mapping” menu in your Nintendo® Switch™ System Settings, under Controllers and Sensors.**

How to reset your Button Mapping:

- 1 Navigate to System Settings and Controllers and Sensors.
- 2 Navigate to Change Button Mapping.



- 3 Select the Switch Up™ controller (it will show up as “Pro Controller”), select **Reset**, press OK and confirm. Reset and Save Mapping should be greyed out before you leave.



## PAIRING A PS5™ CONTROLLER (BLUETOOTH)

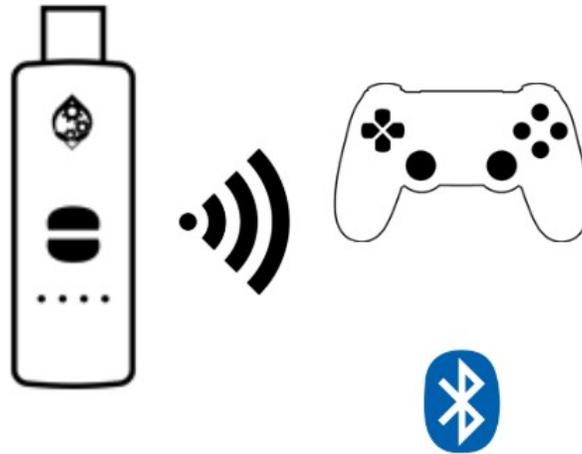


**PlayStation®5 Wireless Controller Pairing** - Simply put your PlayStation®5 controller into pairing Mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

- 1 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 2 Ensure that your wireless PlayStation®5 controller is off.
- 3 Place your PlayStation®5 controller into Bluetooth Pairing Mode by holding the CREATE and PS buttons for 5 seconds or until the controller's LED flashes BLUE on either side.
- 4 Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show that Bluetooth pairing has begun.
- 5 Within a few seconds the LED will be WHITE indicating that pairing is complete.
- 6 The LED on the PlayStation®5 controller should be BLUE on either side and you are now connected to the Switch Up™ device and ready to use your PlayStation®5 controller wirelessly.

NOTE: The TOUCHPAD will be used as the CAPTURE button for the Switch™ console.

## PAIRING A PS4™ CONTROLLER (BLUETOOTH)

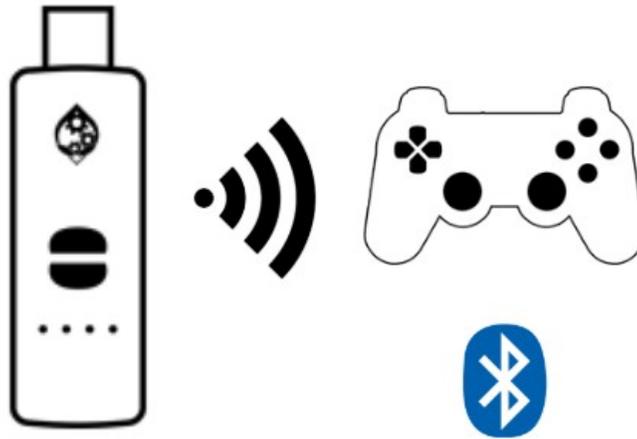


**PlayStation®4 Wireless Controller Pairing** - Simply put your PlayStation®4 controller into pairing Mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

- 7 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 8 Ensure that your wireless PlayStation®4 controller is off.
- 9 Place your PlayStation®4 controller into Bluetooth Pairing Mode by holding the SHARE and PS buttons for 5 seconds or until the light bar flashes WHITE.
- 10 Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show that Bluetooth pairing has begun.
- 11 Within a few seconds the LED will be WHITE indicating that pairing is complete.
- 12 The light bar on the PlayStation®4 controller should be BLUE and you are now connected to the Switch Up™ device and ready to use your PlayStation®4 controller wirelessly.

NOTE: The TOUCHPAD will be used as the CAPTURE button for the Switch™ console.

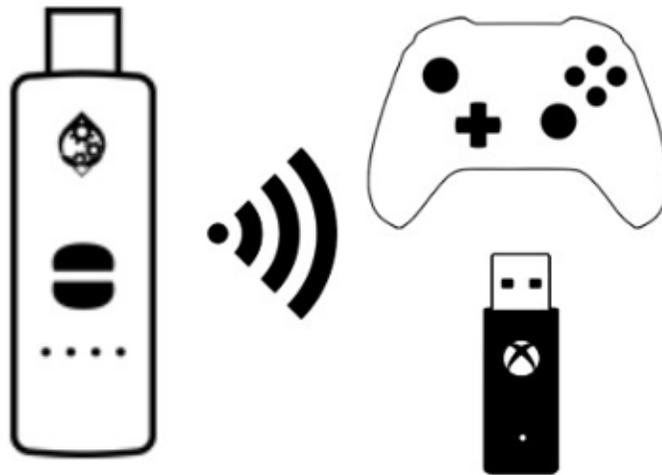
## PAIRING A PS3™ CONTROLLER (BLUETOOTH)



**PlayStation®3 Wireless Controller Pairing** - Connect the PlayStation®3 controller via a wired connection first. Then remove the wired connection and your PlayStation®3 controller will automatically pair with the Switch Up™ device. Step by step instructions below:

- 1 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 2 Plug your PlayStation®3 controller into your Switch Up™ device. The Player LED indicator on your PlayStation®3 controller will light up.
- 3 Now remove the wired connection, and your PlayStation®3 controller's Player LED indicators will begin to flash.
- 4 You are now connected to the Switch Up™ device and ready to use your PlayStation®3 controller wirelessly.

## PAIRING AN XBOX ONE®/ELITE/SERIES CONTROLLER (ADAPTER)



### Xbox One®/Elite/Series Wireless Controller With Adapter Pairing

An official **Xbox® Wireless Adapter** (sold separately) is **REQUIRED** for connecting **ALL** Xbox One®/Series controllers (including Elite series 1 and 2 controllers) to the Switch Up™ device.

**Xbox® controller Bluetooth is INCOMPATIBLE with the Switch Up™ device and CANNOT be used as a means of connection.**

Step by step instructions below:

1 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.

Important:

If this is the very first time you are using the Xbox® Wireless Adapter with the Switch Up™ you will need to do step 1a.

1a. Plug the Xbox® Wireless Adapter into your Switch Up™ device for 20 seconds. Afterwards, unplug the Adapter and continue to step 2.

2 Plug your Xbox® controller into your Switch Up™ device. It will vibrate to indicate that it is paired to your Switch Up™ device.

3 Now remove the wired connection, and your Xbox® controller's HOME button will begin to flash.

4 Plug the Xbox® Wireless Adapter into your Switch Up™ device.

5 Within a few seconds the Xbox® Wireless Adapter's LED will go WHITE and your Xbox® controller's HOME button will stay solid indicating that pairing is complete.

6 You are now connected to the Switch Up™ device and ready to use your Xbox® controller wirelessly.

**Still unable to connect?** The Xbox® Wireless Adapter can be a little tricky when you very first use it. Plugging it into a PC will automatically update it, and it is possible to pair the controller to it there which can in some cases make it easier to use it afterwards on the Switch Up™.

NOTE: With an Xbox® Wireless Controller (Model 1914 / Series X/S), the SHARE button will be used as the CAPTURE button for the Switch™ console. For Xbox One® controllers, the controller's Sync button can be used as the CAPTURE button.

Did you know that the Xbox® Wireless Adapter offers superior features, such as low latency and 3.5mm headset support through the Xbox® controller?

## PAIRING AN XBOX 360® CONTROLLER (ADAPTER)

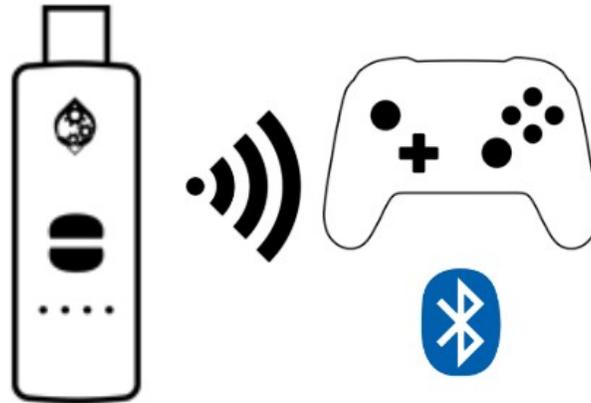


### **Xbox 360® Wireless Controller With Adapter**

**Pairing** - To connect a Xbox 360® Wireless Controller you must use an Xbox 360® Wireless Gaming Receiver (sold separately). Connect the Xbox 360® Wireless Gaming Receiver to the Switch Up™ device. Now Sync with your Xbox 360® Wireless Controller. Step by step instructions below:

- 1 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 2 Plug your Xbox 360® Wireless Gaming Receiver into your Switch Up™ device.
- 3 Turn on your Xbox 360® Wireless Controller.
- 4 Press the Sync button on your Xbox 360® Wireless Controller until the Xbox® button begins flashing.
- 5 Now press the Sync button on the Wireless Gaming Receiver.
- 6 Within a few seconds the Xbox 360® Wireless Controller Xbox®™ button will stay solid indicating that pairing is complete.
- 7 You are now connected to the Switch Up™ device and ready to use your Xbox 360® controller wirelessly.

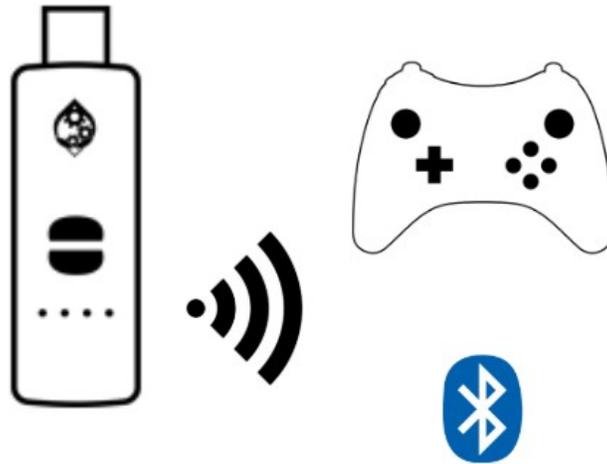
## PAIRING A SWITCH™ PRO CONTROLLER (BLUETOOTH)



**Switch™ Pro Wireless Controller Pairing** - Simply put your Switch™ Pro Controller into Sync Mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

- 1 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 2 Ensure your wireless Switch™ Pro Controller is off.
- 3 Place your Switch™ Pro Controller into Bluetooth Pairing Mode by pressing the Sync button at the top for a few seconds.
- 4 The player indicators at the bottom of the Switch™ Pro Controller will now begin to cycle.
- 5 Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show Bluetooth pairing has begun.
- 6 Within a few seconds the LED on the Switch Up™ device will be WHITE indicating that pairing is complete.
- 7 The player indicators on the Switch™ Pro Controller will light up one player indicator LED.
- 8 You are now connected to the Switch Up™ device and ready to use your Switch™ Pro Controller wirelessly.

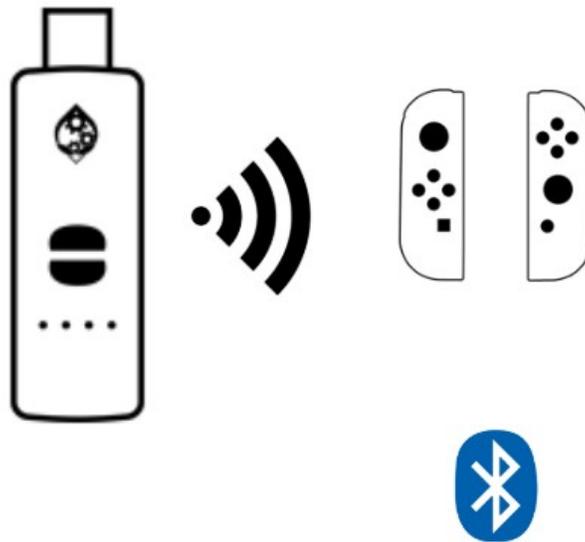
## PAIRING A WII U™ PRO CONTROLLER (BLUETOOTH)



**Wii U™ Pro Wireless Controller Pairing** - Simply put your Wii U™ Pro Controller into Sync Mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

- 7 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 8 Ensure your wireless Wii U™ Pro Controller is off.
- 9 Place your Wii U™ Pro Controller into Bluetooth Pairing Mode by pressing the Sync button at the back for a few seconds.
- 10 The player indicators at the bottom of the Wii U™ Pro Controller will now begin to cycle.
- 11 Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show Bluetooth pairing has begun.
- 12 Within a few seconds the LED on the Switch Up™ device will be WHITE indicating that pairing is complete.
- 13 The player indicators on the Wii U™ Pro Controller will light up one player indicator LED.
- 14 You are now connected to the Switch Up™ device and ready to use your Wii U™ Pro Controller wirelessly.

## PAIRING THE JOY-CONS™ (BLUETOOTH)



**JOY-CON™ Wireless Controllers Pairing** - Simply put your Joy-Con™ controller into Sync Mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

- 8 Ensure that your Switch Up™ device is plugged into the Switch™ via the Dock or an OTG cable.
- 9 Ensure that both Joy-Con™ controllers are off.
- 10 Place your LEFT Joy-Con™ controller into Bluetooth Pairing Mode by pressing the Sync button until the player LEDs on it begin to cycle.
- 11 Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show that Bluetooth pairing has begun.
- 12 Within a few seconds the LED on the Switch Up™ device will be WHITE indicating that pairing is complete and you will feel a strong vibration on the LEFT Joy-Con™ controller.
- 13 The player indicators on the Joy-Con™ controller will light up one player indicator LED.
- 14 Place your RIGHT Joy-Con™ controller into Bluetooth Pairing Mode by pressing the Sync button until the player LED's on it begin to cycle.
- 15 Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show that Bluetooth pairing has begun.

16 Within a few seconds the LED on the Switch Up™ device will be WHITE indicating that pairing is complete and you will feel a strong vibration on the RIGHT Joy-Con™ controller.

17 The player indicators on the Joy-Con™ controller will light up one player indicator LED.

18 You are now connected to the Switch Up™ device and ready to use your Joy-Con™ controllers.

19 If your Joy-Con™ controller player indicators DO NOT all match the player indicator on the Switch Up™ device then repeat steps 1 - 11.

**NOTE:** While the Switch Up™ device supports the Joy-Con™ controllers, we don't recommend them for anything other than generators. The other controller solutions are simply far better for M.O.D.s with their full size analog stick range and simpler wireless connection.

If you experience analog stick drift, or issues with interference, responsiveness or lag when using your set of Joy-Con™ controllers through the Switch Up™, we recommend using one of the many other supported controllers if you can as they will all provide a superior experience. Also note that the Switch Lite™'s attached controls **DO NOT** count as Joy-Con™ controllers; they cannot make a wireless connection and hence cannot be connected to the Switch Up™.

## XBOX ONE® ELITE CONTROLLER SERIES 1 PADDLE MAPPING

Please update your Switch Up™ firmware to make this **BONUS** feature available. To map the Xbox® Elite Series 1 Controller PADDLES, the controller MUST have a wired connection to the Switch Up™. This provides a huge advantage in games such as Smash Bros, Battle Royale, and Apex Royale, as you have 4 PADDLES to play with.

**STEP 1:** Connect the Xbox One® Elite Series 1 Controller via a USB data charging cable wired to the Switch Up™.

**STEP 2:** Ensure that Standard Mode is selected. The Mode Selector button should be WHITE; otherwise, PRESS & RELEASE the Mode Selector button until it turns WHITE. PADDLE mapping MUST always be done in Standard Mode!

**STEP 3:** HOLD VIEW & MENU TOGETHER for 3 seconds, until Player LED 2 lights up.

**STEP 4:** PRESS a PADDLE, and Player LED 3 will light up.

**STEP 5:** PRESS the BUTTON that you wish to map to the PADDLE, and Player LED 3 will shut off. The PADDLE is now mapped.

**IMPORTANT:** PADDLE mapping ALWAYS follows the button geography of the Switch™ (Elite Controller's A is Switch™ B input, etc), so keep this in mind when mapping to PADDLES.

**STEP 6:** Repeat STEPS 2 to 5 until you have mapped all of the PADDLES that you wish to map.

**STEP 7:** HOLD VIEW & MENU TOGETHER until Player LED 2 shuts off.

**STEP 8:** We recommend using the Switch™ "Test Input Devices" menu to check that you have mapped your PADDLES as intended.

**Step 9 (Optional):** You can use your controller wirelessly with Switch Up™ using the Xbox® Wireless Adapter. It will retain your current PADDLE map, both wired and wirelessly, in all Switch Up™ Modes. **NOTE:** The Xbox One® Elite Series 2 Controller has limited support. You will ONLY be able to map the paddles using the official Xbox® Accessories App.

## STRIKEPACK™ PADDLE/ACTION BUTTON MAPPING

Please update your Switch Up™ firmware to make this **BONUS** feature available. You can connect a PlayStation® 4 or Xbox One® controller with an attached STRIKEPACK™ (sold separately), attached via its included USB cable and wired directly to the Switch Up™. This is a way of gaining PADDLES/ACTION BUTTONS for your Switch™ games. Make sure that both the SWITCH UP™ and STRIKEPACK™ are updated to the latest firmware.

**IMPORTANT:** Please ensure that you are **NOT** holding any PADDLES/ACTION BUTTONS while you are connecting the STRIKEPACK™.

PADDLE/ACTION BUTTON MAPPING is the same as it is on the STRIKEPACK™. HOLD the corresponding MAPPING BUTTON and press the desired button on the controller.

Also keep in mind that while the Switch Up™ will pass the STRIKEPACK™ M.O.D.s through to the Switch™, this is an unintended side effect; STRIKEPACK™ M.O.D.s are designed for their originally intended console; they are **UNSUPPORTED** on Switch™ and may function incorrectly.

## CONTROLLER HEADSET SUPPORT

Please update your Switch Up™ firmware to make this **BONUS** feature available while playing **WIRED** (or wirelessly for Xbox One®/Series controllers, thanks to the official Xbox® Wireless Adapter).

For your convenience, the Switch Up™ device allows for headset support (microphone and audio) additionally through the Xbox One®/Series and PlayStation®4/5 controller's audio port. This is supported in all Modes. Keep in mind that you may notice a difference in volume with audio going through a controller. Also note that for voice chat, a game needs to have native built-in voice chat.

Please note that this feature **WILL NOT** function while playing wirelessly via Bluetooth connection to the Switch Up™, meaning that if you want to use the PlayStation®4/5 controller's audio port, you will need to maintain a wired connection to the Switch Up™.

For Xbox One®/Series controllers, you need an official Xbox® Wireless Adapter anyway to use the controller wirelessly which fully supports controller headset audio with Switch Up™.

## OPTIONAL BUTTON SWAP

**We ONLY recommend using this feature in Standard Mode as it can cause confusion when activating M.O.D.s.** You can globally swap all 4 face buttons to follow the familiar button geography of Xbox® and PlayStation® that is common in most parts of the world. For example, if you are accustomed to an Xbox® controller, you may become confused when B on the screen means A on your controller and vice-a-versa.

Swap will correct this confusion, but this WILL NOT be practical for all games, especially with games where the jump button will end up being moved to an awkward location. Swap is additionally helpful for other controllers, when you are used to your "go back" button being geographically the East face button.

### SWITCH™ / WII U™ CONTROLLER BUTTON SWAP:

To swap to:

-  = ,  = 
-  = ,  = 
-  & 

HOLD  &  until the Mode Select LED turns off. Once the LED turns back on, your buttons have been swapped and you can release both buttons. Repeat again to revert.

### Xbox® CONTROLLER BUTTON SWAP: To swap to:

-  = ,  = 
-  = ,  = 
- 

HOLD MENU &  until the Mode Select LED turns off. Once the LED turns back on, your buttons have been swapped and you can release both buttons. Repeat again to revert.

### PLAYSTATION® CONTROLLER BUTTON SWAP: To

swap to:

-  = ,  = 
-  = ,  = 
- 

HOLD OPTIONS &  until the Mode Select LED turns off. Once the LED turns back on, your buttons have been swapped and you can release both buttons. Repeat again to revert.



## POKEMON DIAMOND & PEARL MODE OVERVIEW

The SWITCH UP™ **POKEMON DIAMOND & PEARL Mode** includes M.O.D.s and generators that make tedious tasks a breeze.

## POKEMON DIAMOND & PEARL MODE ACTIVATION

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

### Pokemon Diamond & Pearl **Pink & Blue LEDs**

If you are unable to move your character in game, but able to move in the Home Screen: Lock then unlock the Switch™, then only use the Switch Up™ to control your Switch™. (See pg.8 for Controller Support).

## MENU MODE

**You will be using the Menu Mode to activate each of the M.O.D.s.**

HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Selector LED turns WHITE. You have entered Menu Mode.

While in Menu Mode, TAPPING various buttons will activate different M.O.D.s. This will be covered in each M.O.D. section.

TAP  to exit Menu Mode. This will also deactivate any currently active M.O.D.

You will feel a heavy rumble when activating M.O.D.s, and a light rumble when deactivating them.

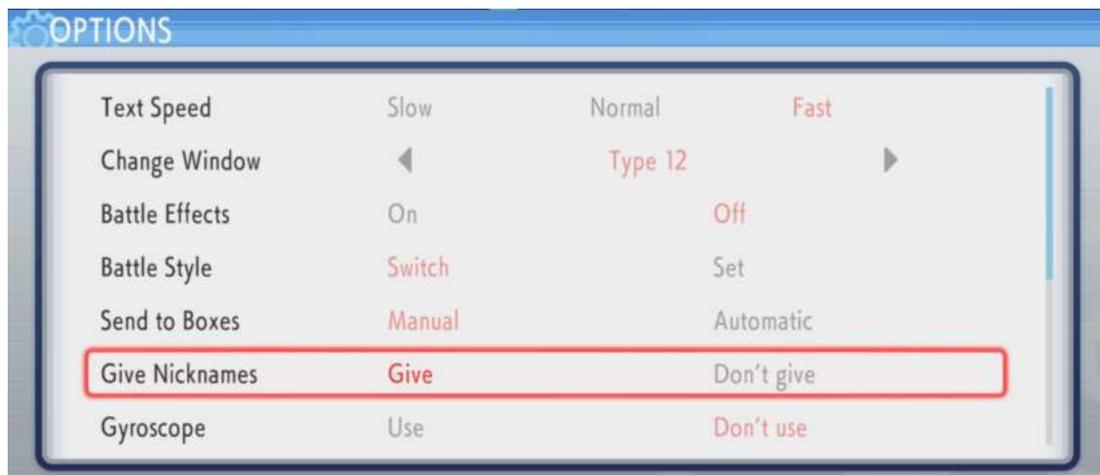
This manual will repeatedly call out entering Menu Mode for every single M.O.D. Please refer back to this section if you forget how to enter Menu Mode.

## SHINY CHAINING

**This M.O.D. will Shiny Chain, one Egg at a time, for as long as possible, from the Solaceon Town Nursery.**

**You MUST manually set the following options:**

- **Send to Boxes: Manual.**
- **Give Nicknames: Give.**



**You can significantly improve your odds with the following:**

- **Set the SECOND Pokemon in your party to have the Flame Body ability**, halving the Egg hatching time – For example, you can catch Slugma Lv. 16-63 in Volcanic Cave or Typhlo Cavern.
- **Collected the Shiny Charm**, increasing your odds from 1/4,096 to 1/3,640 – Catch all 149 Pokemon, then head to Hotel Grand Lake and speak to an NPC who will give you the Shiny Charm for catching them all.
- **Set the first Pokemon in the Nursery to a local one and the other to a Foreign Ditto**, increasing the Shiny odds (Masuda Method) – Complete the Sinnoh region Pokédex, and make your way to Professor Rowan's lab in Sandgem Town to unlock the National Pokédex. Head over to Ramanas Park and talk to Professor Oak to obtain the Poké Radar. Navigate to the grass in Route 218 and use your Poké Radar to catch a Ditto.
- **Collected the Oval Charm**, increasing the chance of Eggs being found at the Nursery. (This does not affect hatch time) – Win the Pokemon Championship in the Sinnoh region. Head over to Hotel Grand Lake. There will be an NPC in an outdoor swimming pool

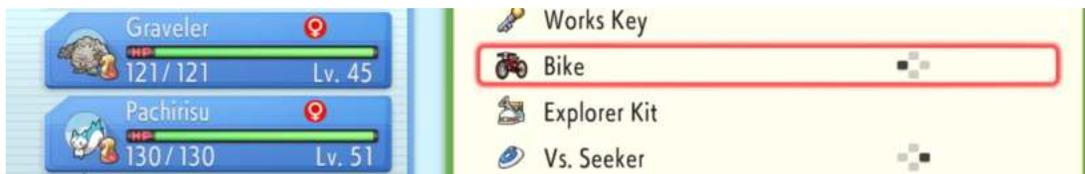
that you need to speak to and beat in battle.

**STEP 1:** Setup the Solaceon Town Nursery to make Eggs. Both Pokemon need to be in the Same Egg Group or use any Pokemon and a Ditto. The first Pokemon in your party **MUST** be a Pokemon, and there **MUST** be NO Eggs in your party.

Your bike MUST be in 4th gear as shown below:



Your bike MUST be registered to the LEFT  as shown below:



**STEP 2:** Now ensure that you are NOT on your bike. Stand in front of the Pokemon Nursery Man exactly as shown below but DO NOT speak to him.



**STEP 3:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

Enter MENU MODE first, then there are two activators for this M.O.D. You need to choose the one that applies to you.

- If you **DO NOT** have a Flame Body in your party, TAP  .
- If you **DO** have a Flame Body in your party, TAP  .
- ***It is always better to have a Flame Body in your party as it halves the Egg hatching time! Just ensure that it is NOT first in your party – order it as second in your party!***

Whichever activator you choose, you will feel a heavy rumble, the BLUE LED will begin flashing, and the M.O.D. will take over from here.

**STEP 4: TIMING:** The amount of time that it takes to hatch Eggs is different depending on which Pokemon you are hatching. You can find info on every Pokemon on sites such as [bulbapedia.bulbagarden.net](http://bulbapedia.bulbagarden.net), and [www.serebii.net](http://www.serebii.net).

You **MUST** setup the proper timing for the Pokemon that you are trying to hatch. The Egg cycles are listed here: [https://bulbapedia.bulbagarden.net/wiki/List\\_of\\_Pokémon\\_by\\_base\\_Egg\\_cycles](https://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_base_Egg_cycles)

There are 8 different Hatch Timings to choose from. By default the Switch Up will be set to 1280 Steps (1 FLASHING LED), but it will save the timing that you set it to afterwards. To make this adjustment, see the next page...

TAP  to increase the hatch timing. You will feel a heavy rumble.

TAP  to decrease the hatch timing. You will feel a light rumble.

**Base Egg Step Groups based on Green Player LEDs:**

<b>1 (FLASHING)</b>	<b>1280 Steps</b>
<b>1</b>	<b>2560 Steps</b>
<b>2 (FLASHING)</b>	<b>3840 Steps</b>
<b>2</b>	<b>5120 Steps</b>
<b>3 (FLASHING)</b>	<b>6400 Steps</b>
<b>3</b>	<b>7680 Steps</b>
<b>4 (FLASHING)</b>	<b>8960 Steps</b>
<b>4</b>	<b>10240 Steps</b>

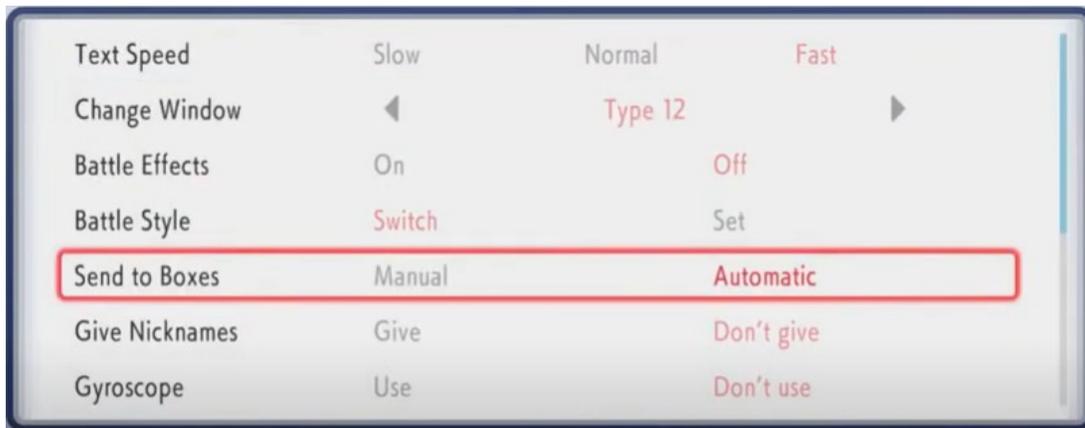
**NOTE:** To stop Shiny Chaining, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated. While hatching eggs you may stand still for a while; this is intended to ensure everything stays in Sync.

## EGG FARMING

**This M.O.D. will automatically farm for Eggs at the Solaceon Town Nursery, filling up all remaining boxes until you stop the M.O.D.**

**You MUST manually set the following options:**

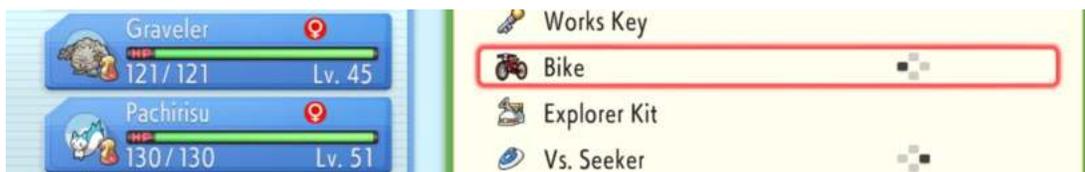
- **Send to Boxes: Automatic.**
- **Give Nicknames: Don't Give.**



- **It is recommended to collect the Oval Charm**, increasing the chance of Eggs being found at the Nursery.
- **Your party MUST be completely FULL of Pokemon, and there MUST be NO Eggs in your party.**
- **Your bike MUST be in 4th gear as shown below:**



- **Your bike MUST be registered to the LEFT  as shown below:**



**STEP 1:** Now ensure that you are **NOT** on your bike. Stand in front of the Pokemon Nursery Man exactly as shown below but **DO NOT** speak to him.



**STEP 2:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

Enter MENU MODE, then TAP **Y** (XB: **X** / PS: **□**). You will feel a heavy rumble, the BLUE LED will begin flashing, and the M.O.D. will take over from here. Be mindful that it will continue to fill boxes of Eggs until you stop the M.O.D. or until all boxes are filled. We suggest stopping it at around three or four boxes. Then hatch the Eggs using the Egg Hatching M.O.D. to see if a SHINY has been obtained. This is recommended as the game DOES NOT allow Eggs to be released.

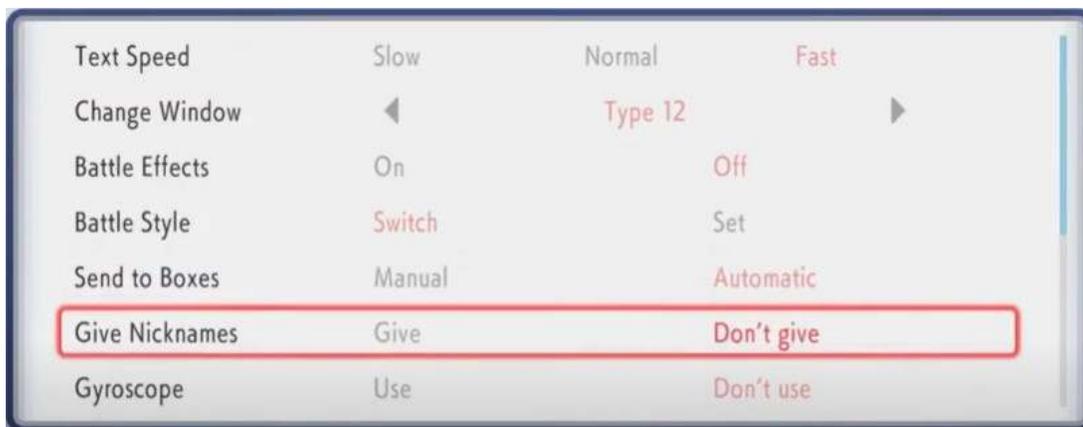
**NOTE:** To stop Egg Farming, TAP **-** (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## EGG HATCHING

**This M.O.D. will hatch entire boxes of Eggs at the Solaceon Town Nursery.**

**You MUST manually set the following options:**

- **Send to Boxes: Automatic.**
- **Give Nicknames: Don't Give.**



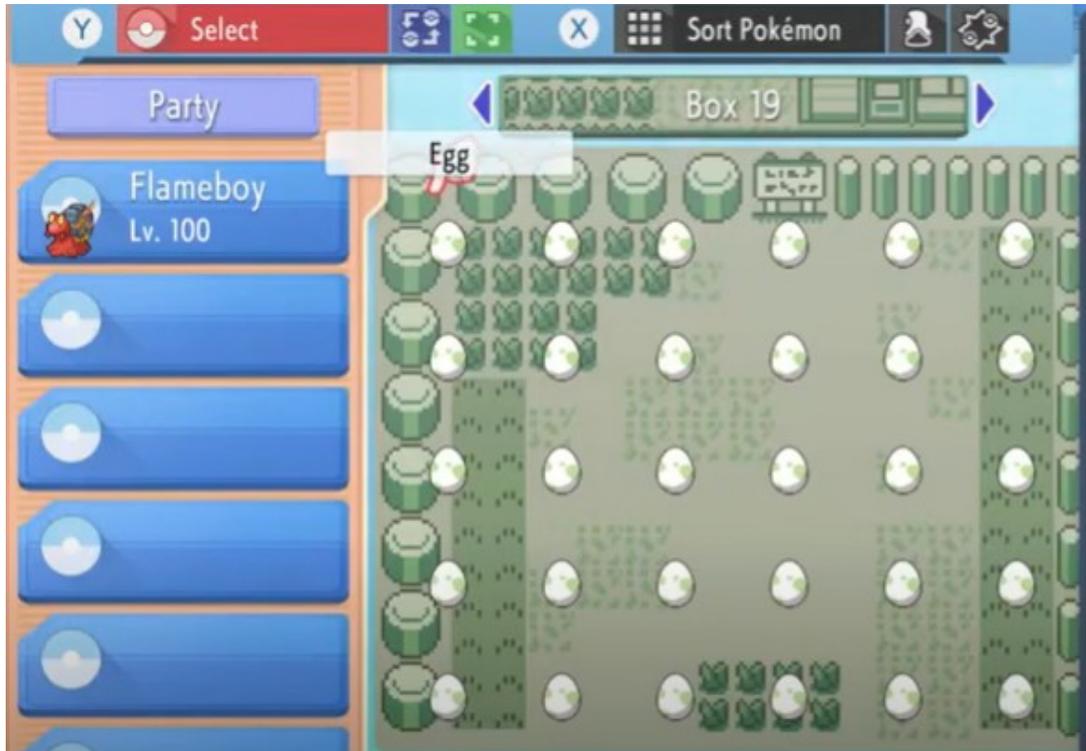
- **You MUST set the FIRST and ONLY Pokemon in your party to have the **Flame Body** ability.** For example, you can catch Slugma Lv. 16-63 in Volcanic Cave or Typhlo Cavern.
- **It is recommended to collect the Shiny Charm**, significantly increasing your Shiny odds.
- **Your bike MUST be in 4th gear as shown below:**



**STEP 1:** Be on your Bike and position yourself in the bottom left corner used during Egg Farming.



**STEP 2:** Open up the menu and navigate to a completely full box of Eggs that you wish to start on.



**STEP 3:** Enter MENU MODE, then TAP **A** (XB: **B** / PS: **○**). Your controller will start to rumble and the BLUE LED will begin flashing.

**STEP 4:** Navigate through any additional full boxes of Eggs that you want to hatch using **L** & **R** (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL). If you only want to hatch one box, do not tap the bumpers.

**STEP 5:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

When you are ready, press the confirm button. The rumbling will stop and all Eggs in your chosen boxes will gradually be hatched.

At this point, you can set the number of steps for Egg Hatching.

**STEP 6: TIMING:** The amount of time that it takes to hatch Eggs is different depending on which Pokemon you are hatching. You can find info on every Pokemon on sites such as [bulbapedia.bulbagarden.net](http://bulbapedia.bulbagarden.net), and [www.serebii.net](http://www.serebii.net).

You MUST setup the proper timing for the Pokemon that you are trying to hatch. The Egg cycles are listed here:

[https://bulbapedia.bulbagarden.net/wiki/List\\_of\\_Pokémon\\_by\\_base\\_Egg\\_cycles](https://bulbapedia.bulbagarden.net/wiki/List_of_Pok%C3%A9mon_by_base_Egg_cycles)

There are 8 different Hatch Timings to choose from. By default and if you have yet to change it in the Shiny Chaining M.O.D., the Switch Up will be set to 1280 Steps, but it will save the timing that you set it to afterwards.

TAP  to increase the hatch timing. You will feel a heavy rumble.

TAP  to decrease the hatch timing. You will feel a light rumble.

Simply keep TAPPING  until you reach the 1280 floor and no longer feel a rumble, then count the number of times that you TAP .

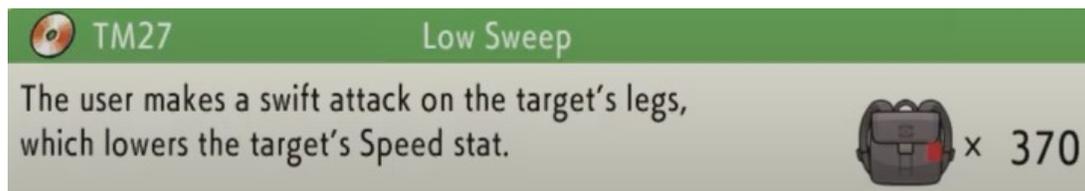
<b>0 Taps</b>	<b>1280 Steps</b>
<b>1 Tap</b>	<b>2560 Steps</b>
<b>2 Taps</b>	<b>3840 Steps</b>
<b>3 Taps</b>	<b>5120 Steps</b>
<b>4 Taps</b>	<b>6400 Steps</b>
<b>5 Taps</b>	<b>7680 Steps</b>
<b>6 Taps</b>	<b>8960 Steps</b>
<b>7 Taps</b>	<b>10240 Steps</b>

**NOTE:** To stop Egg Hatching early, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated. Note: It is normal for this M.O.D. to bike in circles, hatch the Eggs and then replace those Eggs with new ones from selected boxes, and then repeat until all selected boxes are hatched. If the game crashes at any point, any Egg Hatching progress will be lost and you will need to restart the M.O.D.

## MONEY GENERATOR

**This M.O.D. will earn money while you are away.**

**STEP 1:** Purchase the Low Sweep move from the Veilstone City Department Store. It is two floors up.



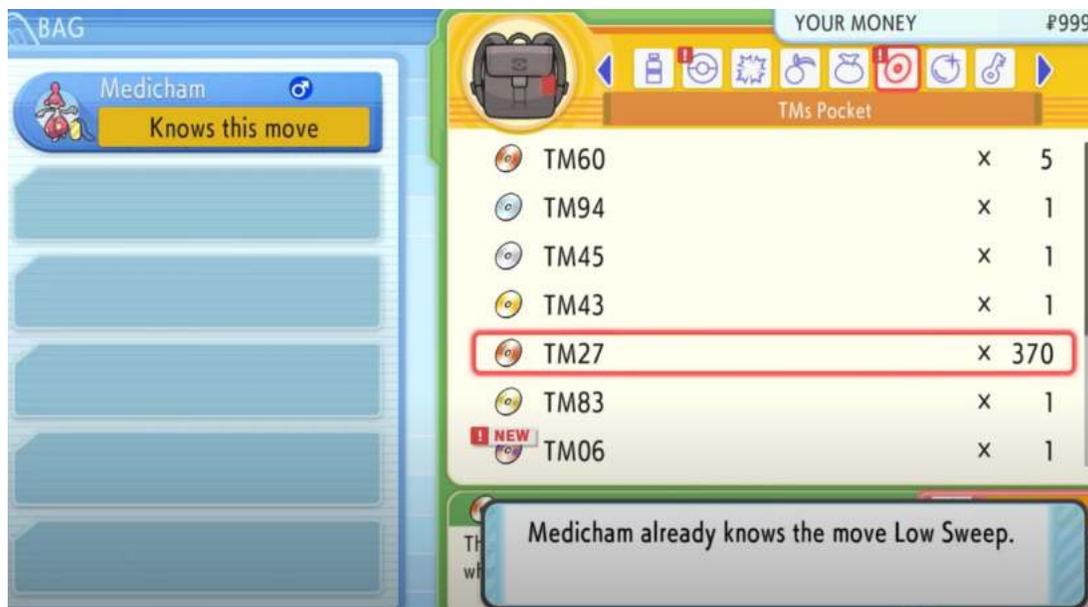
**STEP 2:** Fly to Hearthome City and head south to Route 212. Continue to head south through Route 212 until you reach the location below and face the corner here:



**STEP 3:** Open up your bag and register "Vs. Seeker" to RIGHT .



**STEP 4:** Ensure that your Pokemon knows the Low Sweep move. It is recommended that you just have the one Pokemon as shown below:



**STEP 5:** Order Low Sweep to the top as shown below:



**STEP 6:** Hover over the Town Map icon as shown below:



**STEP 7:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

Enter MENU MODE, then TAP  (XB: LT / PS: L2). You will feel a heavy rumble, the BLUE LED will begin flashing, and the M.O.D. will take over from here.

**NOTE:** To stop Money Generating, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## **IMPORTANT NOTES FOR MONEY GENERATOR:**

- If your Pokemon is NOT a high enough level to defeat the other Pokemon in one move, this M.O.D. will fail to function as intended. You will need to stop the M.O.D. and get a higher level Pokemon.
- If your Pokemon learns a new move, it will override Low Sweep and you will need to stop the M.O.D. and start from Step 4 again.
- If your Pokemon evolves, you will need to stop the M.O.D. and you will need to stop the M.O.D. and start from Step 4 again.

## AUTO CONFIRM

**This M.O.D. will quickly and continuously tap ZR (RT on XB or R2 on PS). This will speed through dialog and may have other useful purposes.**

**STEP:** Enter MENU MODE, then TAP  (XB: RT / PS: R2). You will feel a heavy rumble, the BLUE LED will begin flashing, and the M.O.D. will take over from here.

**NOTE:** To stop Auto Confirm, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## AUTO CYCLE

**This M.O.D. will continue to bike in circles until it is stopped. This is useful for hatching eggs, etc!**

**STEP 1:** Start by getting on your Bike get yourself in the bottom left corner of some walls. (for example, the corner used during Shiny Chaining).

**Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.**

**STEP 2:** Enter MENU MODE, then TAP  (XB: RB / PS: R1). You will feel a heavy rumble, the BLUE LED will begin flashing, and the M.O.D. will take over from here.

**NOTE:** To stop Easy Cycle, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## BOX RELEASE POKEMON

**This M.O.D. will release entire boxes of Pokemon.**

**STEP 1: WARNING:** DO NOT have any Pokemon that you want to keep in the boxes, or they will be released! **SAVE BEFORE USING THIS M.O.D.** in-case something goes wrong!

**STEP 2:** Go to your Box screen and ensure that all of the Pokemon in the boxes that you will be selecting are NOT holding an item.

**STEP 3:** Make sure that your Selection Mode is set to "Select", and your Box View is set to "Sort Pokemon".



**STEP 4:** Navigate to a box that is COMPLETELY FULL OF POKEMON (NO EGGS) THAT YOU WANT TO RELEASE.



**STEP 5:** Enter MENU MODE, then TAP . Your controller will start to rumble and the BLUE LED will begin flashing. **DO NOT turn off or change the input of your TV/Monitor, this will throw off the releasing!**

**STEP 6:** Navigate through any additional boxes that you want to release using  &  (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL). **DO NOT** navigate past any boxes that contain Pokemon that you want to keep or **THEY WILL BE RELEASED!** If you only want to release one box, do not tap the bumpers.

**STEP 7:** Now when you press confirm (default:  XB:   
PS4: ) , all of the Pokemon in those boxes will now be released, and the rumbling will stop. If you decide to change your mind midway through releasing a Pokemon, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

## SINGLE RELEASE POKEMON

**This M.O.D. allows you to quickly release Pokemon one at a time from your Box.**

**STEP 1:** **WARNING: SAVE BEFORE USING THIS M.O.D.** in-case something goes wrong!

**STEP 2:** Go to your Box screen.

**STEP 3:** Make sure that your Selection Mode is set to "Select", and your Box View is set to "Sort Pokemon".



**STEP 4:** Enter MENU MODE, then TAP . Your controller will start to rumble and the BLUE LED will begin flashing.

**STEP 5:** Now when you select a Pokemon and press confirm (default:

 XB:  PS4: ) , it will begin releasing it and the rumbling will stop until it is released. If you decide to change your mind midway through releasing a Pokemon, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

**STEP 6:** Otherwise, when you are finished releasing Pokemon, TAP

the back button (default:  XB:  PS4: ). You will feel a light rumble and it will stop rumbling.

## POKEMON SCARLET & VIOLET MODE OVERVIEW

The SWITCH UP™ **POKEMON SCARLET & VIOLET Mode** includes M.O.D.s and generators that make tedious tasks in Pokemon Scarlet & Violet a breeze.

## POKEMON SCARLET & VIOLET MODE ACTIVATION

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

### Pokemon Scarlet & Violet **Red & Purple LEDs**

If you are unable to move your character in game, but able to move in the Home Screen: Lock then unlock the Switch™, then only use the Switch Up™ to control your Switch™. (See pg.8 for Controller Support).

## MENU MODE

**You will be using the Menu Mode to activate each of the M.O.D.s.**

HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Selector LED turns WHITE. You have entered Menu Mode.

While in Menu Mode, TAPPING various buttons will activate different M.O.D.s. This will be covered in each M.O.D. section.

TAP  to exit Menu Mode. This will also deactivate any currently active M.O.D.

You will feel a heavy rumble when activating M.O.D.s, and a light rumble when deactivating them.

This manual will repeatedly call out entering Menu Mode for every single M.O.D. Please refer back to this section if you forget how to enter Menu Mode.

# MASS EGG FARM

## You **MUST** manually set the following options:

- **Text Speed: Fast**
- **Send to Boxes: Automatic**



## STEP 1:

Get Egg Power by eating a sandwich with the Egg Power buff.





**STEP 4:** Start a picnic.



**STEP 5:** Have the picnic basket in front of you (You should be able to interact with it).



**STEP 6:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

Enter MENU MODE, then TAP  (XB:  / PS: ) to Mass Egg Farm. You will feel a heavy rumble, and the Mode LED will flash.

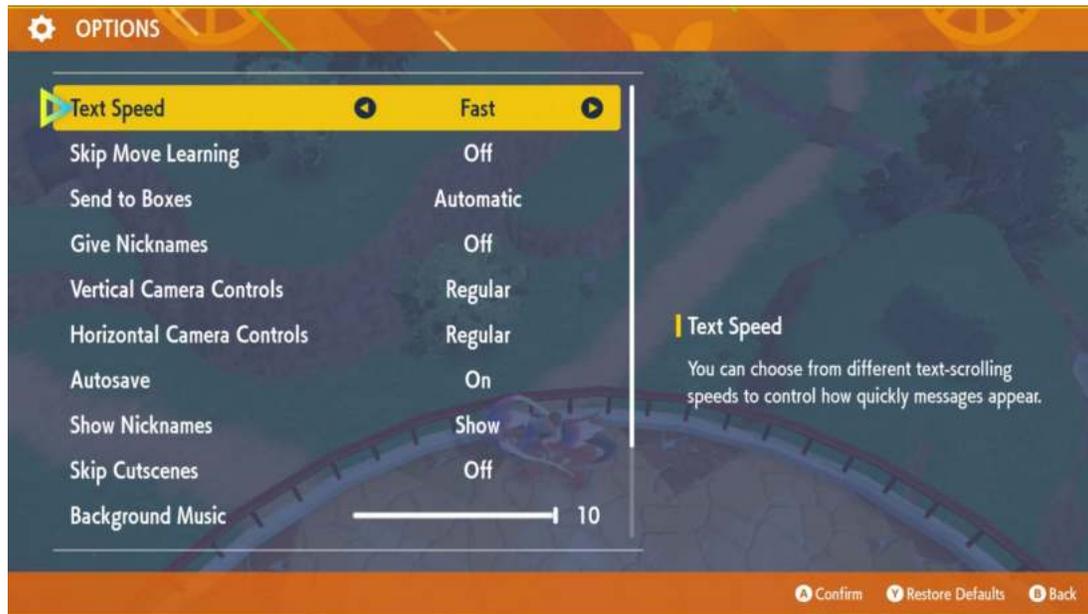
**NOTE:** **Mass Egg Farm is most effective while your Egg Buff is still active. Afterwards, it will produce little to NO eggs!**

To stop Mass Egg Farm, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## MASS EGG HATCH

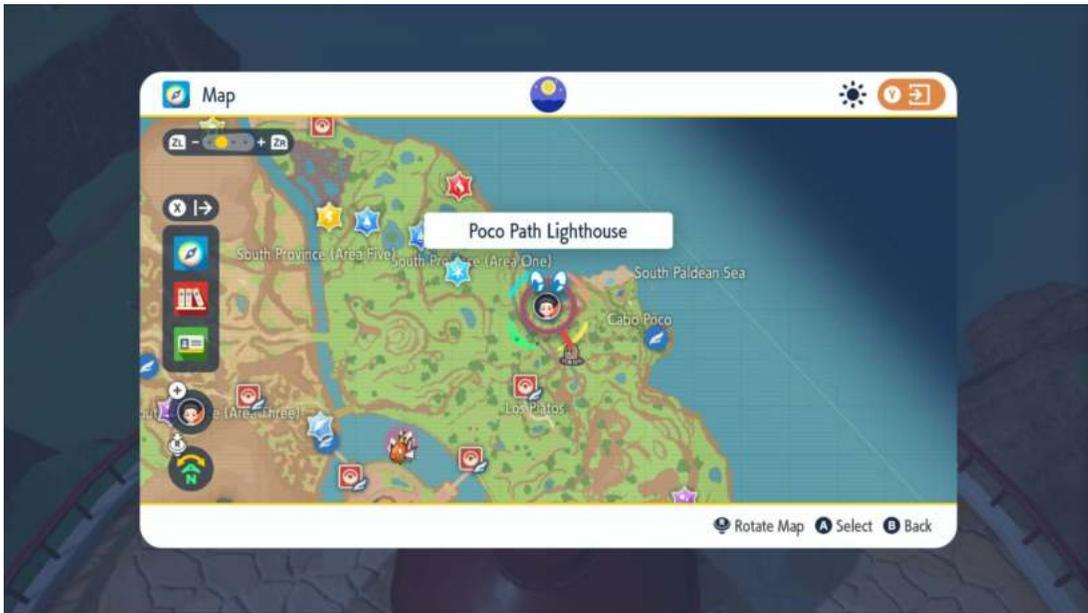
### You MUST manually set the following options:

- **Text Speed: Fast**
- **Send to Boxes: Automatic**
- **Give Nicknames: Off**



**Prerequisites:** You MUST set the FIRST and ONLY Pokemon in your party to have the Flame Body ability. It is also recommended to collect the Shiny Charm, significantly increasing your Shiny odds.

**STEP 1:** Go to the Poco Path Lighthouse (this should be near your starting town).



**STEP 2:** Go up to the top of the Poco Path Lighthouse.



**STEP 3:** Get on Koraidon or Miraidon, depending on your version of the game.

**STEP 4:** Position yourself close to the railing.



**STEP 5:** Open up the menu and navigate to a completely full box of Eggs that you wish to start on. Select the top left as shown below:



**STEP 6:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

Enter MENU MODE, then TAP  (XB:  PS: ). You will feel a continuous rumble, and the Mode LED will flash.

**STEP 7:** Navigate through any additional boxes that you want to

hatch using  &  (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL OF EGGS).

**STEP 8: TIMING:** The amount of time that it takes to hatch Eggs is different depending on which Pokemon you are hatching. You can find info on every Pokemon on sites such as [bulbapedia.bulbagarden.net](http://bulbapedia.bulbagarden.net), and [www.serebii.net](http://www.serebii.net).

You MUST setup the proper timing for the Pokemon that you are trying to hatch. The Egg cycles are listed here:

[https://bulbapedia.bulbagarden.net/wiki/List\\_of\\_Pokémon\\_by\\_base\\_Egg\\_cycles](https://bulbapedia.bulbagarden.net/wiki/List_of_Pokémon_by_base_Egg_cycles)

There are 8 different Hatch Timings to choose from. By default and if you have yet to change it, the Switch Up will be set to 1280 Steps, but it will save the timing that you set it to afterwards.

TAP  to increase the hatch timing. You will feel a heavy rumble.

TAP  to decrease the hatch timing. You will feel a light rumble.

#### **Base Egg Step Groups based on Green Player LEDs:**

<b>1 (FLASHING)</b>	<b>1280 Steps</b>
<b>1</b>	<b>2560 Steps</b>
<b>2 (FLASHING)</b>	<b>3840 Steps</b>
<b>2</b>	<b>5120 Steps</b>
<b>3 (FLASHING)</b>	<b>6400 Steps</b>
<b>3</b>	<b>7680 Steps</b>
<b>4 (FLASHING)</b>	<b>8960 Steps</b>
<b>4</b>	<b>10240 Steps</b>

**STEP 9:** Press confirm (default:  XB: 

PS: ) to Mass Egg Hatch. The continuous rumble will stop.

**NOTE:** To stop Mass Egg Hatch early, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated. Note: It is normal for this M.O.D. to ride in circles, hatch the Eggs and then replace those Eggs with new ones from selected boxes, and then repeat until all selected boxes are hatched. If the game crashes at any point, any Egg Hatching progress will be lost and you will need to restart the M.O.D.

## SINGLE RELEASE POKEMON

**This M.O.D. allows you to quickly release Pokemon one at a time from your Box.**

**STEP 1: WARNING: SAVE BEFORE USING THIS M.O.D. in-case something goes wrong!**

**STEP 2:** Go to your Box screen.



**STEP 3:** Enter MENU MODE, then TAP . You will feel a continuous rumble, and the Mode LED will flash.

**STEP 4:** Now when you select a Pokemon and press confirm (default:

 XB:  PS: ) , it will begin releasing it and the rumbling will stop until it is released. If you decide to change your mind midway through releasing a Pokemon, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

**STEP 5:** Otherwise, when you are finished releasing Pokemon, TAP

the back button (default:  XB:  PS: ). You will feel a light rumble and it will stop rumbling.

## BOX RELEASE POKEMON

**This M.O.D. will release entire boxes of Pokemon.**

**STEP 1: WARNING: DO NOT have any Pokemon that you want to keep in the boxes, or they will be released! **SAVE BEFORE USING THIS M.O.D.** in-case something goes wrong!**

**STEP 2:** Go to your Box screen and ensure that all of the Pokemon in the boxes that you will be selecting are NOT holding an item.

**STEP 3:** Navigate to a box that is COMPLETELY FULL OF POKEMON (NO EGGS) THAT YOU WANT TO RELEASE. You MUST be selected on the top left as shown below:



**STEP 4:** Enter MENU MODE, then TAP . You will feel a continuous rumble, and the Mode LED will flash.

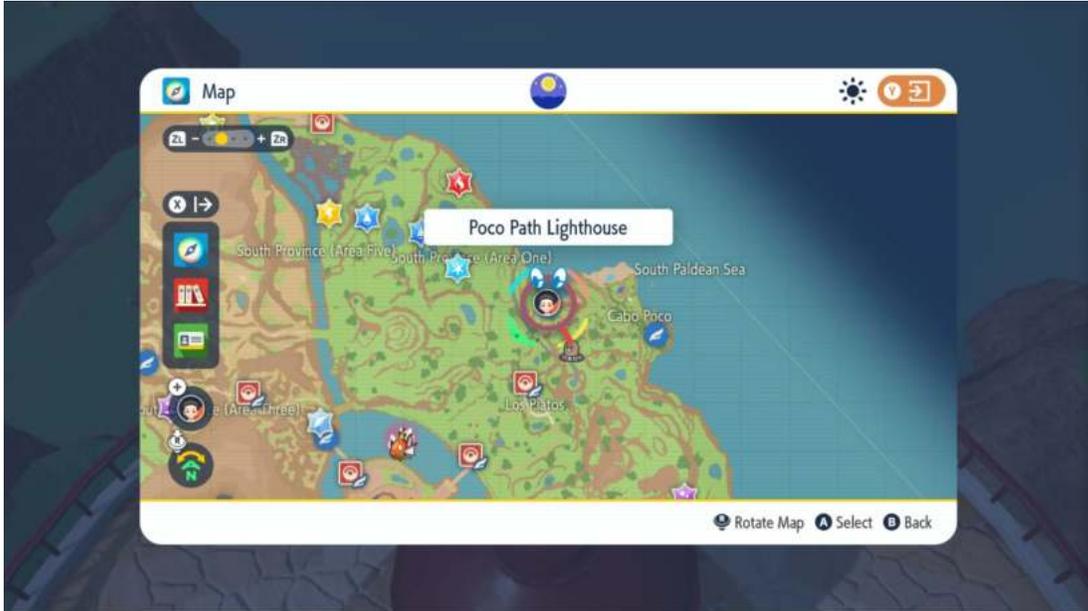
**STEP 5:** Navigate through any additional boxes that you want to release using  &  (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL). **DO NOT** navigate past any boxes that contain Pokemon that you want to keep or **THEY WILL BE RELEASED!** If you only want to release one box, do not tap the bumpers.

**STEP 6:** Now when you press confirm (default:  XB: 

PS: ) , all of the Pokemon in those boxes will now be released, and the rumbling will stop. If you decide to change your mind midway through releasing a Pokemon, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

## AUTO CYCLE

**STEP 1:** Go to the Poco Path Lighthouse (this should be near your starting town).



**STEP 2:** Go up to the top of the Poco Path Lighthouse.



**STEP 3:** Get on Koraidon or Miraidon, depending on your version of the game.

**STEP 4:** Position yourself close to the railing.



**STEP 5:** *Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

Enter MENU MODE, then TAP  (XB: RB / PS: R1) to Auto Cycle. You will feel a heavy rumble, and the Mode LED will flash.

**NOTE:** To stop Auto Cycle, TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## POKEMON SWORD & SHIELD MODE OVERVIEW

The SWITCH UP™ **POKEMON SWORD & SHIELD Mode** includes M.O.D.s and generators that make tedious tasks in Pokemon Sword & Shield a breeze.

**Unless stated otherwise, it is recommended to stay in Local Communication Mode to ensure that your internet connection or online players DO NOT interrupt any of the M.O.D.s.**

## POKEMON SWORD & SHIELD MODE ACTIVATION

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

### Pokemon Sword & Shield **Yellow & Teal LEDs**

If you are unable to move your character in game, but able to move in the Home Screen: Lock then unlock the Switch™, then only use the Switch Up™ to control your Switch™. (See pg.8 for Controller Support).

## MENU MODE

**You will be using the Menu Mode to activate each of the M.O.D.s.**

HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Selector LED turns WHITE. You have entered Menu Mode.

While in Menu Mode, TAPPING various buttons will activate different M.O.D.s. This will be covered in each M.O.D. section.

TAP  to exit Menu Mode. This will also deactivate any currently active M.O.D.

You will feel a heavy rumble when activating M.O.D.s, and a light rumble when deactivating them.

**This manual will repeatedly call out entering Menu Mode for every single M.O.D. Please refer back to this section if you forget how to enter Menu Mode.**

## LOAD TIME ADJUSTABLE

**Due to some consoles having longer load times than others, some M.O.D.s may function incorrectly because it misses inputs.**

Here are a couple of examples of this issue taking place:

- Not getting on your bike when you take a Flying taxi to Bridge Field for "Shiny Egg Chaining".
- Getting stuck in the Switch Pokemon using the "Max Raid Watt Generator".
- The game doesn't restart properly using "Rare Den Farming".
- Etc.

If you are experiencing any of the issues above, or something similar, you can use the Load Time Adjustable to increase how long the M.O.D.s wait for loading screens.

**STEP 1:** Enter MENU MODE. (Hold  (XB: VIEW / PS: SHARE) until you feel a rumble).

**STEP 2:** Next, HOLD the HOME button (XB: HOME or Xbox® button / PS: PS button) for half a second. You will start to feel a continuous rumble.

**STEP 3:** Adjust the loading Screen Adjustable:

- To **increase** the time by a quarter of a second, TAP  .
- To **decrease** the time by a quarter of a second, TAP  .
- The amount of time added for Loading Screens is represented by the 4 Green Player LEDs. All 4 lights represents an additional 1 second of load time.

**STEP 4:** TAP the HOME button again, or  (XB: VIEW / PS: SHARE) to exit the Load Screen Adjustable.

## LANGUAGE SELECTION

**Some M.O.D.s need to act differently from language to language. Please select your language for all of the M.O.D.s to function correctly.**

Here are a couple of examples of M.O.D.s that need specific actions for different languages:

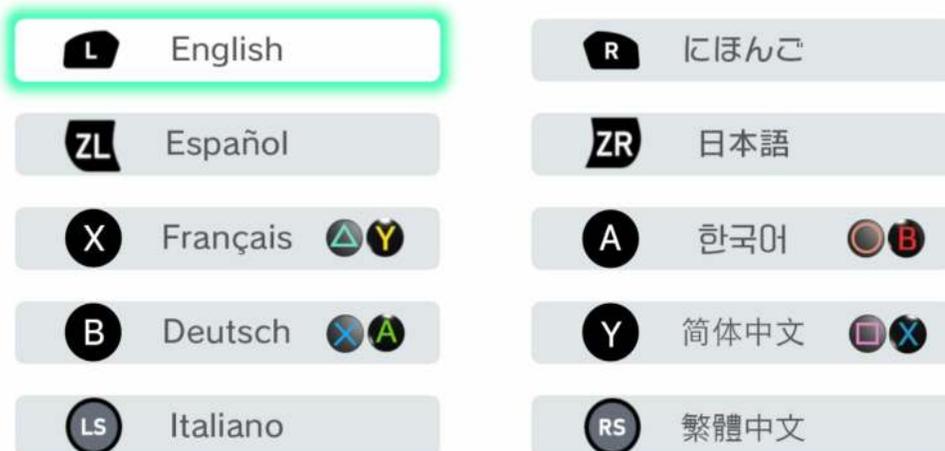
- **Shiny Egg Chaining** and **Egg Farming** in *Italian*.
- **Rare Den Farming** in *German*.
- Etc.

Follow these steps to select your in-game language.

**STEP 1:** Enter MENU MODE. (Hold  (XB: VIEW / PS: SHARE) until you feel a rumble).

**STEP 2:** Next, HOLD the HOME button (XB: HOME or Xbox® button / PS: PS button) for half a second. You will start to feel a continuous rumble.

**STEP 3:** Select your language by TAPPING one of the following:



Afterwards your controller will stop rumbling, and you will no longer be in Menu Mode.

## ANALOG STICK DEADZONE

### Some controllers have Analog Stick Drift causing issues during game play.

Here are a couple of examples of this issue taking place:

- Your cursor in the Town Map drifts.
- Your character starts looking in a different direction when you stop moving.
- Etc.

If you are experiencing any of the issues above, or something similar, you can use the Analog Stick Deadzone to improve your analog sticks in Pokemon Mode.

**STEP 1:** Enter MENU MODE. (Hold  (XB: VIEW / PS: SHARE) until you feel a rumble).

**STEP 2:** HOLD the HOME button (XB: HOME or Xbox® button / PS: PS button) for half a second. You will start to feel a continuous rumble.

**STEP 3:** TAP  (XB: MENU / PS: OPTIONS) to toggle the Analog Stick Deadzone. Afterwards your controller will stop rumbling, and you will no longer be in Menu Mode.

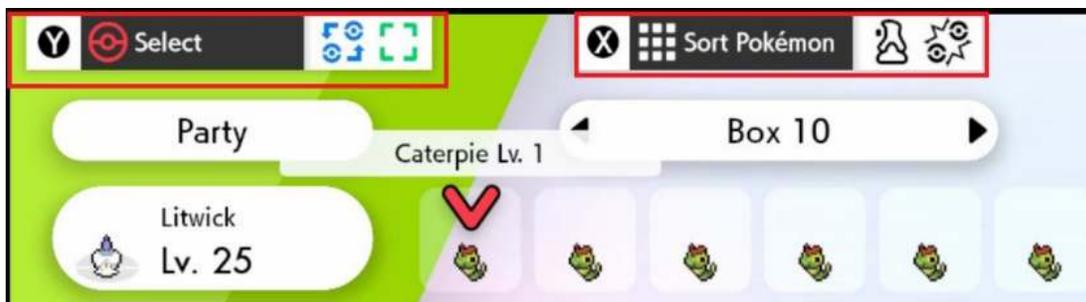
## SINGLE RELEASE POKEMON

**This M.O.D. allows you to quickly release Pokemon one at a time from your Box.**

**STEP 1:** **WARNING: SAVE BEFORE USING THIS M.O.D.** in-case something goes wrong!

**STEP 2:** Go to your Box screen.

**STEP 3:** Make sure that your Selection Mode is set to "Select", and your Box View is set to "Sort Pokemon".



**STEP 4:** Enter MENU MODE, then TAP . You will feel a heavy rumble and the TEAL LED will begin flashing.

**STEP 5:** Now when you select a Pokemon and press confirm (default:  XB:  PS4: ), it will quickly release it. If you decide to change your mind midway through releasing a Pokemon, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

**STEP 6:** Otherwise, when you are finished releasing Pokemon, press the back button (default:  XB:  PS4: ). You will feel a light rumble.

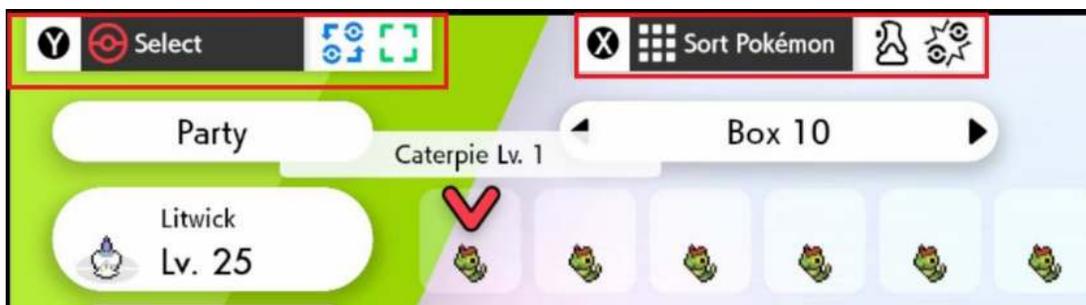
## BOX RELEASE POKEMON

**This M.O.D. will release entire boxes of Pokemon.**

**STEP 1: WARNING: DO NOT have any Pokemon that you want to keep in the boxes, or they will be released! **SAVE BEFORE USING THIS M.O.D.** in-case something goes wrong!**

**STEP 2:** Go to your Box screen.

**STEP 3:** Make sure that your Selection Mode is set to "Select", and your Box View is set to "Sort Pokemon".



**STEP 4:** Navigate to a box that is COMPLETELY FULL OF POKEMON (NO EGGS) THAT YOU WANT TO RELEASE.



**STEP 5:** Enter MENU MODE, then TAP . Your controller will start to rumble and the TEAL LED will begin flashing. **DO NOT turn off or change the input of your TV/Monitor, this will throw off the releasing!**

**STEP 6:** Navigate through any additional boxes that you want to release using  &  (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL). **DO NOT** navigate past any boxes that contain Pokemon that you want to keep or **THEY WILL BE RELEASED!** If you only want to release one box, do not tap the bumpers.

**STEP 7:** Now when you press confirm (default:  XB:   
PS4: ) , all of the Pokemon in those boxes will now be released, and the rumbling will stop. If you decide to change your mind midway through releasing a Pokemon, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

## SHINY EGG CHAINING

**This M.O.D. will chain for eggs for as long as possible, from the "Bridge Field" Pokemon Nursery in the Wild Area.**

**This M.O.D. will automatically change the following in-game Options:**

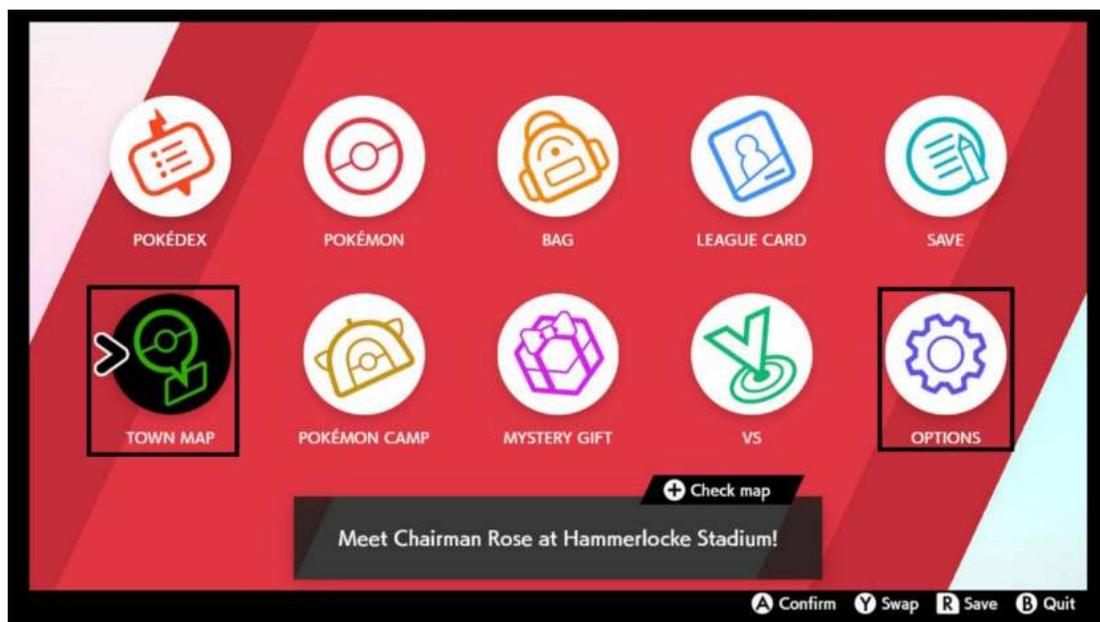
**Text Speed: Fast.**

**Send to Boxes: Manual.**

**Give Nicknames: Don't Give.**

**Casual Controls: Off**

**STEP 1:** From the pause screen, ensure that:  
"TOWN MAP" is in the Bottom Left.  
"OPTIONS" is in the Bottom Right.



**STEP 2:** You MUST have unlocked the Rotom Bike.

**STEP 3:** Take a Flying taxi to "Bridge Field".



**STEP 4:** Make sure that you have setup the Pokemon Nursery to make Eggs. Both Pokemon need to be in the Same Egg Group or use any Pokemon and a Ditto. The first Pokemon in your party MUST be a Pokemon, and there MUST be NO Eggs in your party.



**STEP 5:** It is recommended to:

Set the first Pokemon in your party to have the ability "Flame Body", halving the Egg hatching time.

Receive the Oval Charm, increasing the chance of Eggs being found at the Nursery. (This does not affect hatch time).

Set the first Pokemon in the Nursery to a local one and the other to a Foreign Pokemon, increasing the Shiny chance (Masuda Method).

Receive the Shiny Charm, increasing Shiny chance.

**Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.**

**STEP 6:** Make sure that you are **off** your bike. Enter MENU MODE,

then TAP . You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

**STEP 7:** The amount of time that you Bike in circles to hatch your Eggs can be adjusted to account for Pokemon with longer Hatch times. The default time for this is 60 seconds (Minimum: 10s, Maximum: 150s). To adjust this timing, while the M.O.D. is running:

TAP  to increase the cycling time by 10 seconds (For longer Hatch time). You will feel a heavy rumble.

TAP  to decrease the cycling time by 10 seconds (For shorter Hatch time). You will feel a light rumble.  
The Player LEDs roughly represent the length of cycling; each light represents 30 seconds.

**NOTE:** To stop Shiny Egg Chaining, press back (default:  XB: 

 ) or TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated. While hatching eggs you may stand still for a while; this is intended to ensure everything stays in Sync.

## EASY CYCLE

**This M.O.D. is to be used outside of the Wild Area and will continue to bike in circles until it is stopped. This can be useful for both hatching eggs, gaining friendship using the Soothe Bell, and more!**

**STEP 1:** Start by getting on the Rotom Bike in a safe location, away from any Pokemon encounters and with enough room to bike in circles.

***Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.***

**STEP 2:** Enter MENU MODE, then TAP . You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

**NOTE:** To stop Easy Cycle, move the analog sticks, or press any button. You will feel a light rumble and the M.O.D. will be deactivated.

## SHINY SOFT RESET CHAINING

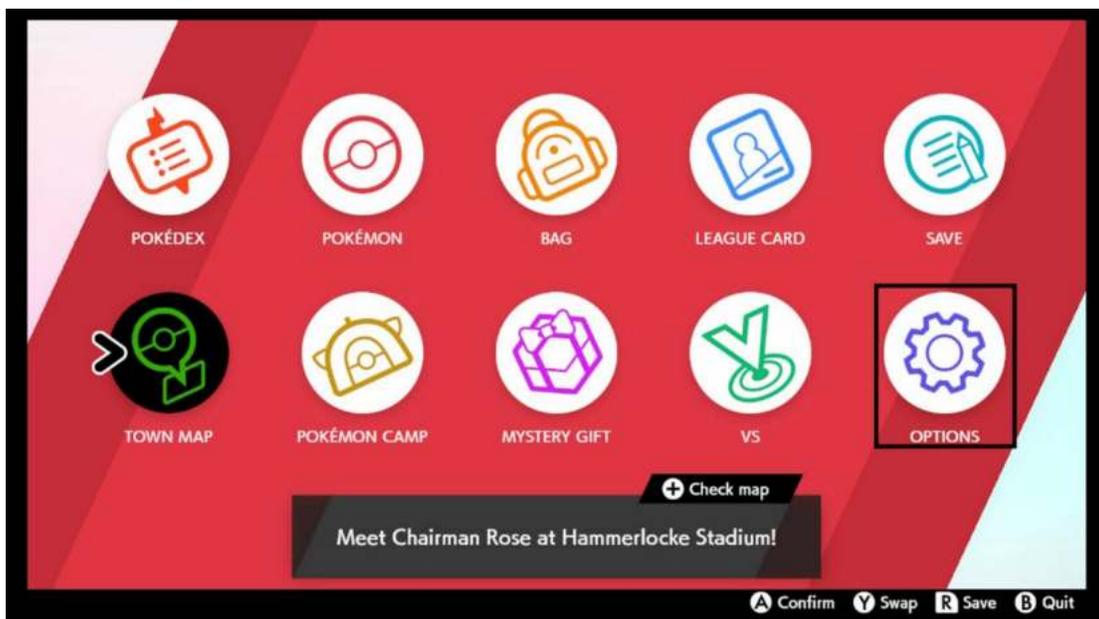
**This M.O.D. will make the process of Soft Resetting for shiny pokémon™ much easier.**

**NOTE:** This M.O.D. has replaced the original Watt Generator, but you can still use the Max Raid Watt Generator for significantly more Watts.

**This M.O.D. will automatically change the following in-game Options:**

**Text Speed: Fast.**  
**Casual Controls: Off**

**STEP 1:** From the pause screen, ensure that "OPTIONS" is in the Bottom Right.



**STEP 2:** Stand in front of the object that triggers the Pokemon encounter, close enough to interact with it.



**STEP 3:** Enter MENU MODE, then TAP **L** (XB: LB / PS: L1). You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here. The M.O.D. will save the game before chaining.

**STEP 4:** Your character will now encounter the Pokemon.

- TAP **A** or **B** (XB: **B** or **A** / PS: **○** or **×**) if you encounter the shiny Pokemon, this will stop the M.O.D. (Light Rumble).
- TAP **X** or **Y** (XB: **Y** or **X** / PS: **△** or **□**) to Soft Reset the game and check again.

**NOTE:** To stop the Shiny Soft Reset Chaining M.O.D. at any time:

TAP **-** (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

## MAX RAID WATT GENERATOR

**This M.O.D. will generate a massive amount of Watts for as long as possible, from any Den that you have used a Wishing Piece on. It will generate even more Watts if you have already beaten the game.**

**This M.O.D. will automatically change your in-game Options: Text Speed: Fast. Casual Controls: Off**

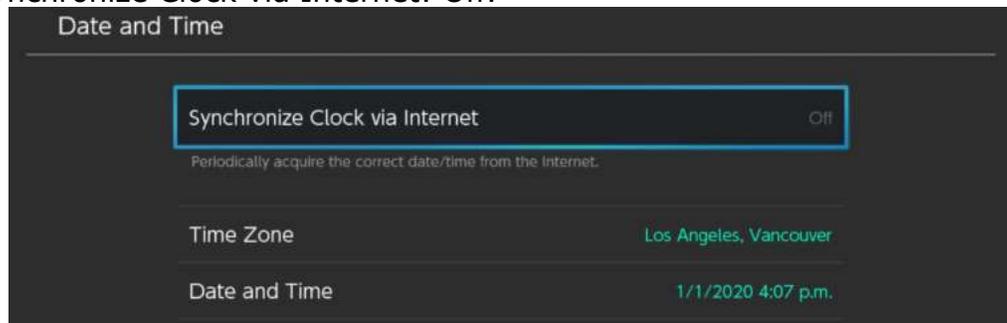
**This M.O.D. will repeatedly change your console's date and time setting! You will need to set it back to the accurate setting when you are finished using the M.O.D.**

**WARNING:** The method used by this M.O.D. could potentially be patched out by the game developers in the future, rendering this M.O.D. non-functional.

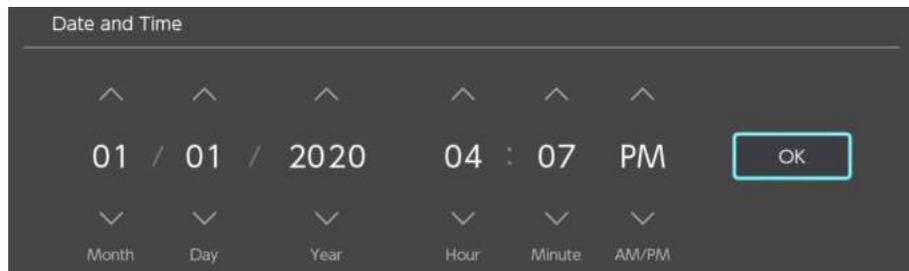
**STEP 1:** Go to your console's "System Settings", then "System" and set "Region" to "The Americas" or any region that has a date format of "Month / Day / Year".

**Now go to the "Date and Time" settings and change the following settings:**

Synchronize Clock via Internet: Off.

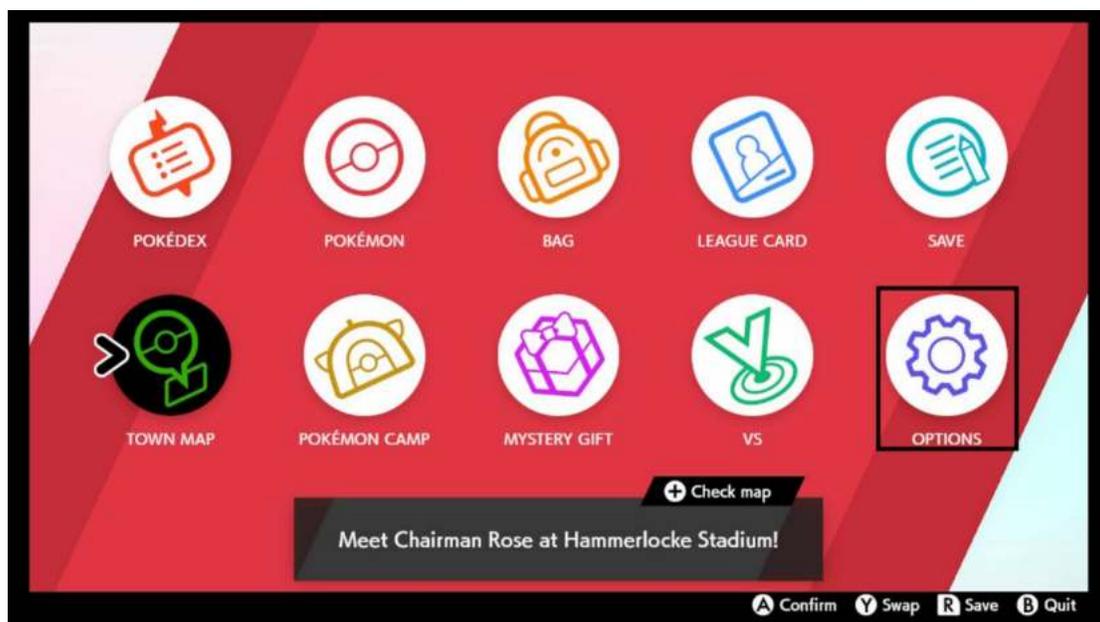


Date and Time to January 1st of next year (If the year is 2019, set Jan 1st 2020, etc).



**STEP 2:** From the pause screen, ensure that "OPTIONS" is in the Bottom Right.

Then check that you are in "Local Communication Mode" to avoid griefing other players.



**STEP 3:** Use a Wishing Piece in a Den and stand in front of it but DO NOT interact with it.

**Note:** *If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

**STEP 4:** Enter MENU MODE, then TAP  (XB: LT / PS: L2). You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

#### **NOTE:**

- If the M.O.D. initially gets stuck in "Switch Pokemon" you will need to increase the **Load Time Adjustable**. (See the Load Time Adjustable section above).

- To stop the Max Raid Watt Generator, move the analog sticks, or press any button. You will feel a light rumble and the M.O.D. will be deactivated.
- Remember to fix your Date and Time settings.

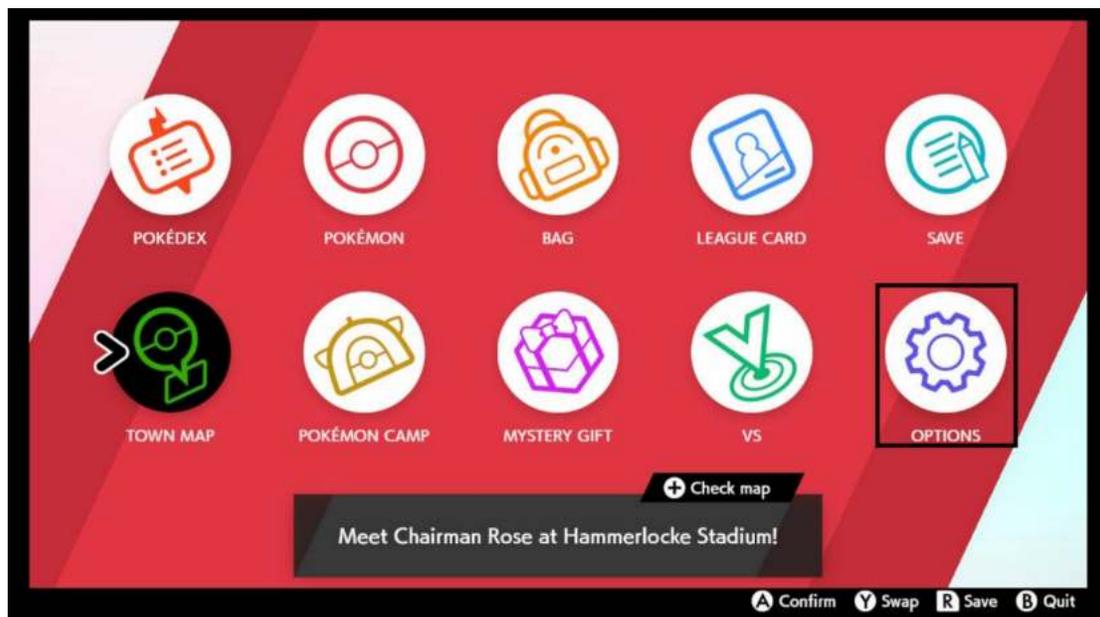
## RARE DEN FARMING

**This M.O.D. allows you to see what the result of using a Wishing Piece would be, without actually using it. This allows you to farm for getting the darker pink Max Raids.**

**This M.O.D. will automatically change the following in-game Options:**

**Text Speed: Slow.**

**STEP 1:** From the pause screen, ensure that "OPTIONS" is in the Bottom Right.



**STEP 2:** You MUST have Wishing Pieces. If you DO NOT have

enough, you can purchase them using Watts from the Watt Traders.

**STEP 3:** Walk up to a used Den and be close enough to interact with it. However, **DO NOT** interact with it afterwards and if you do by mistake, say **NO**.



**STEP 4:** Enter MENU MODE, then TAP **R** (XB: RB / PS: R1). You will feel a heavy rumble and the TEAL LED will begin flashing.

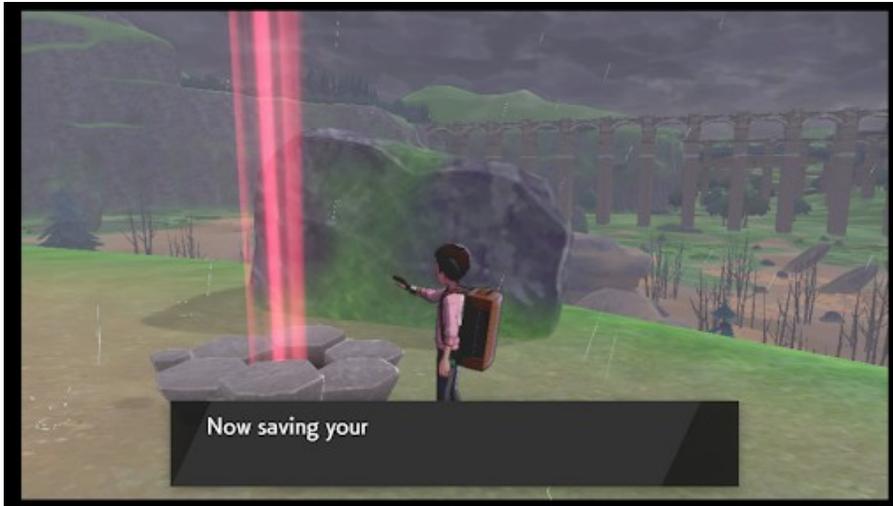
**STEP 5:** This M.O.D. will change your game settings, then use the Wishing Piece to see what the result of using it would be.

**STEP 6:** Your character will use the Wishing Piece, then suspend the game. Once this happens:

If you get a good result as shown below, TAP  or  (XB:  or  / PS:  or  ), which will stop the M.O.D. (Light Rumble) or...



...to try again instead, TAP  or  (XB:  or  / PS:  or  ).



To double check what the result was, PRESS the HOME button (XB: HOME or Xbox® button / PS: PS button).

## AUTO CONFIRM

**This M.O.D. will quickly and continuously tap ZR (RT on XB1 or R2 on PS4). This can be used in many different ways, see Tips & Tricks below for examples.**

***Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.***

**STEP 1:** Enter MENU MODE, then TAP  (XB: RT / PS: R2). You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

**STEP 2:** For the specific usage case of converting Watts into Money with the Digging Duo.

**STEP 3:** Take a Flying taxi to "Bridge Field".



**STEP 4:** Walk up to one of the Digging Duo Brothers, enter MENU **ZR** (XB: RT / PS: R2).



**NOTE:** To stop Auto Confirm, move the analog sticks, or press any

button. You will feel a light rumble and the M.O.D. will be deactivated.

## AUTO SPIN

**This M.O.D. will make your character spin, easily evolving Milcery into Alcremie.**

**ACTIVATION:** Make sure you are OFF your bike. Enter MENU

MODE, then PRESS  to spin Counter Clockwise or PRESS  to spin Clockwise. You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

To stop spinning, TAP  (XB:  PS4: ) or TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

**TIMING:** The amount of time that you will spin can be adjusted, and will be reset every time you run this M.O.D.:

TAP  to increase the spin time. You will feel a heavy rumble.

TAP  to decrease the spin time. You will feel a light rumble.

Spin Times:

- 1 LED: Short Spin.
- 2 LEDs: 5 Seconds.
- 3 LEDs: 10 Seconds.
- 4 LEDs: Indefinite.

You can find more information on how to evolve your Milcery online, for example: <https://www.serebii.net/pokedex-swsh/alcremie/>.

## AUTO ROTO LOTO (MASTER BALL FARMING)

**This M.O.D. will continuously use the Loto-ID at the "Motostoke" PokéCenter™ to earn Master Balls, Rare Candies, PP Max, PP Up, and Moo Moo Milk.**

**This M.O.D. will automatically change your in-game Options: Text Speed: Fast. Casual Controls: Off**

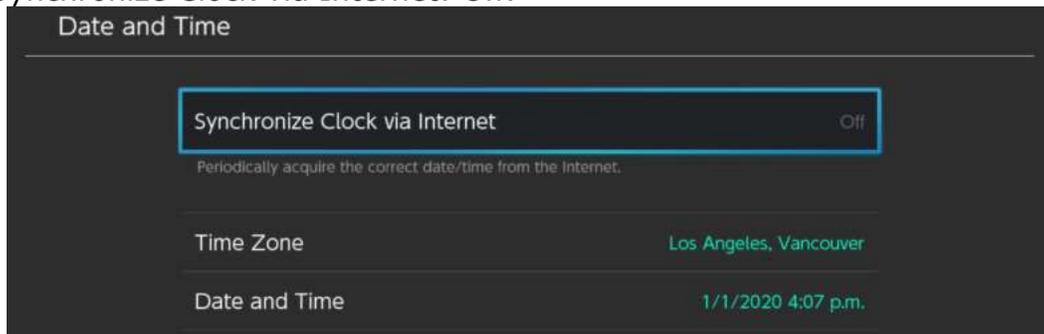
**This M.O.D. will repeatedly change your console's date and time setting! You will need to set it back to the accurate setting when you are finished using the M.O.D.**

**WARNING:** The method used by this M.O.D. could potentially be patched out by the game developers in the future, rendering this M.O.D. non-functional.

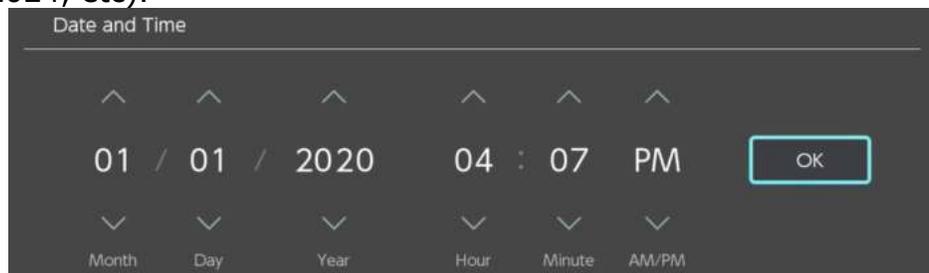
**STEP 1:** Go to your console's "System Settings", then "System" and set "Region" to "The Americas" or any region that has a date format of "Month / Day / Year".

**Now go to the "Date and Time" settings and change the following settings:**

Synchronize Clock via Internet: Off.



Date and Time to January 1st of next year (If the year is 2023, set Jan 1st 2024, etc).



**STEP 2:** From the pause screen, ensure that:  
 "TOWN MAP" is in the Bottom Left.  
 "OPTIONS" is in the Bottom Right.



**STEP 3:** You MUST use a Wishing Piece on the den to the West of the Motostoke entrance in the East Lake Axewell Wild Area.



**STEP 4:** The Flying Taxi locations in "Motostoke" and "East Lake Axewell" MUST be unlocked. Also, you MUST have the Rotom Bike.



**STEP 5:** Travel to Motostoke, and make sure you are outdoors.



**Note:** If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.

**STEP 6:** Enter MENU MODE, then TAP  (XB:  / PS: ). You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here. To stop Auto Roto Loto, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

**Note:** Check out the Tips & Tricks Section for more information on how to increase your chances of receiving items from Auto Roto Loto.

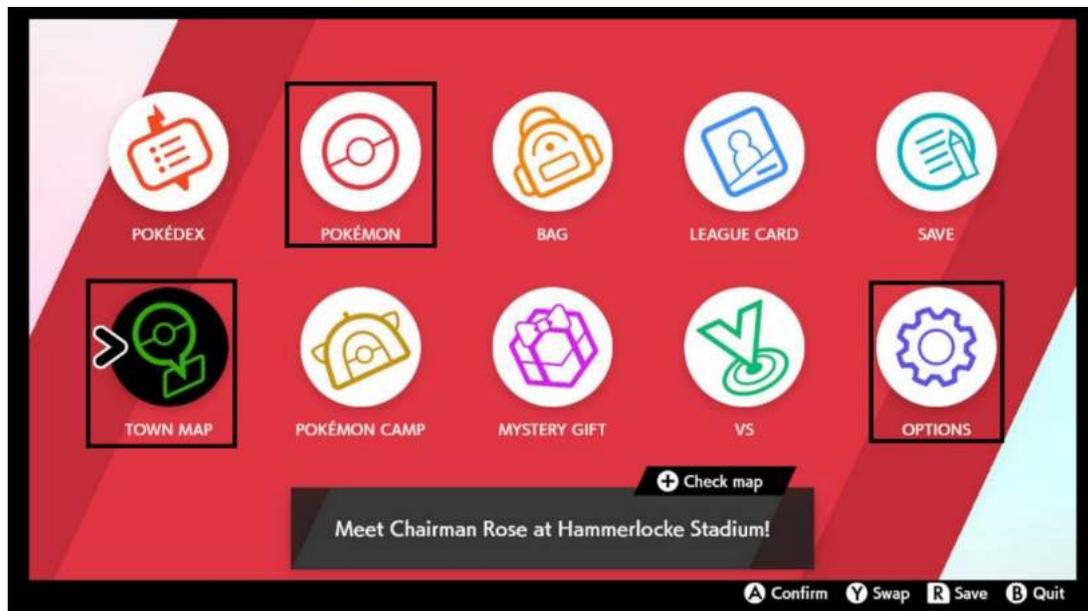
## BOX SURPRISE TRADE

**This M.O.D. will automatically Surprise Trade entire boxes of Pokemon. Nintendo® Online and a stable internet connection is REQUIRED.**

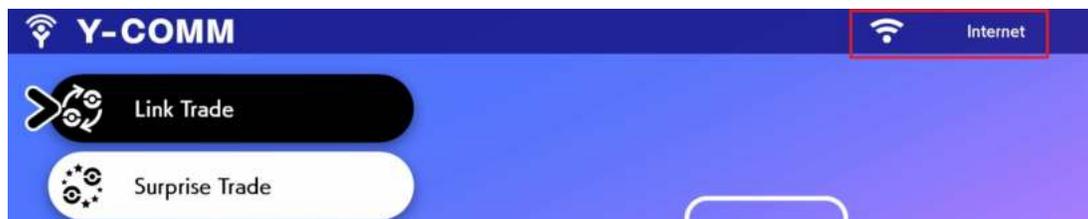
**This M.O.D. will automatically change the following in-game Options:**

**Text Speed: Fast.**  
**Casual Controls: Off**

**STEP 1:** From the pause screen, ensure that:  
 "POKÉMON" is the second from the Top Left  
 "TOWN MAP" is in the Bottom Left.  
 "OPTIONS" is in the Bottom Right.

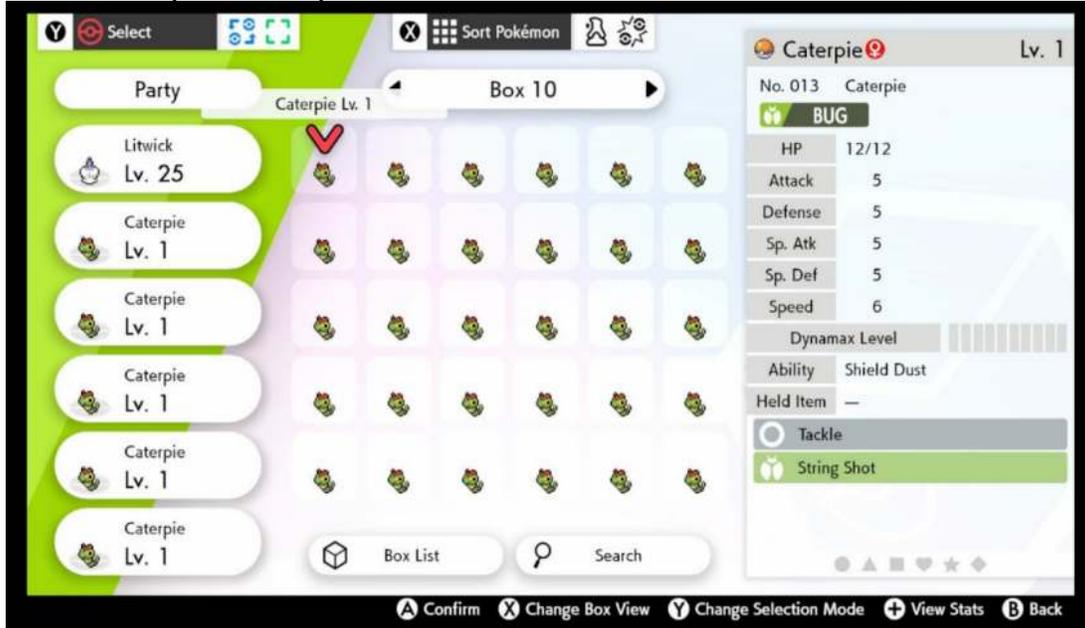


**STEP 2:** Open Y-COMM and set your communication Mode to Internet.



**STEP 3: WARNING:** DO NOT have any Pokemon that you want to keep in the boxes you select, or they will be surprise traded!

**STEP 4:** Go to your Box screen and navigate to a box that is FULL OF POKEMON (NO EGGS) THAT YOU WANT TO SURPRISE TRADE.



**Note:** *If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

**STEP 5:** Enter MENU MODE, then TAP **B** (XB: **A** / PS: **X**). Your controller will start to rumble and the TEAL LED will begin flashing.

**STEP 6:** Navigate through any additional boxes that you want to surprise trade using **L** & **R** (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL). **DO NOT** navigate past any boxes that contain Pokemon that you want to keep or **THEY WILL BE SURPRISE TRADED!** If you only want to surprise trade one box, do not tap the bumpers.

**STEP 7:** Now when you press confirm (default: **A** XB: **B** PS4: **○**), all of the Pokemon in those boxes will now be surprise traded, and the rumbling will stop. To stop surprise trading at any time, move the analog sticks, or press any button and it will stop the M.O.D. You will feel a light rumble.

**EGG FARMING (ADVANCED SHINY CHAINING)**

**This M.O.D. will continuously receive Eggs from the Route 5 Nursery.**

**This M.O.D. will automatically change the following in-game Options:**

- Text Speed: Fast.**
- Send to Boxes: Automatic.**
- Give Nicknames: Don't give.**
- Casual Controls: Off.**

**STEP 1:** From the pause screen, ensure that:  
 "TOWN MAP" is in the Bottom Left.  
 "OPTIONS" is in the Bottom Right.



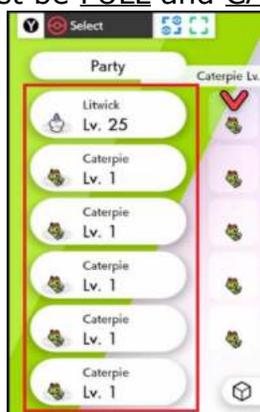
**STEP 2:** Both Flying Taxi Locations on Route 5 MUST be unlocked (The Camp Site and the Nursery). You MUST have the Rotom Bike.



**STEP 3:** Travel to the Route 5 Nursery and set it up so the Lady there will have eggs available for you to receive.



**STEP 4:** Your Party must be FULL and CANNOT INCLUDE ANY EGGS.



**Note:** *If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.*

**STEP 4:** Close out of any menu screens. Enter MENU MODE, then

TAP  (XB:  / PS: ). You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

**NOTE:** To increase your chances of receiving an egg from the Nursery Lady, you should have the Oval charm and both of the Pokemon in the Nursery should be the same species. See the Shiny egg chaining M.O.D. for more information on improving your Shiny chances.

It is important to note that the eggs that you receive from the Nursery are locked into being either Shiny or Non-Shiny as soon as you receive them. So do not hatch a box of eggs, reset the game and then hatch the same box again, this will not work and waste your time. Instead, hatch the eggs using the Box Egg Hatching M.O.D. and then Surprise Trade or Box Release them away.

## BOX EGG HATCHING (ADVANCED SHINY CHAINING)

**This M.O.D. will hatch boxes of eggs at the Route 5 Nursery.**

**This M.O.D. will automatically change the following in-game Options:**

**Text Speed: Fast.**

**Give Nicknames: Don't give.**

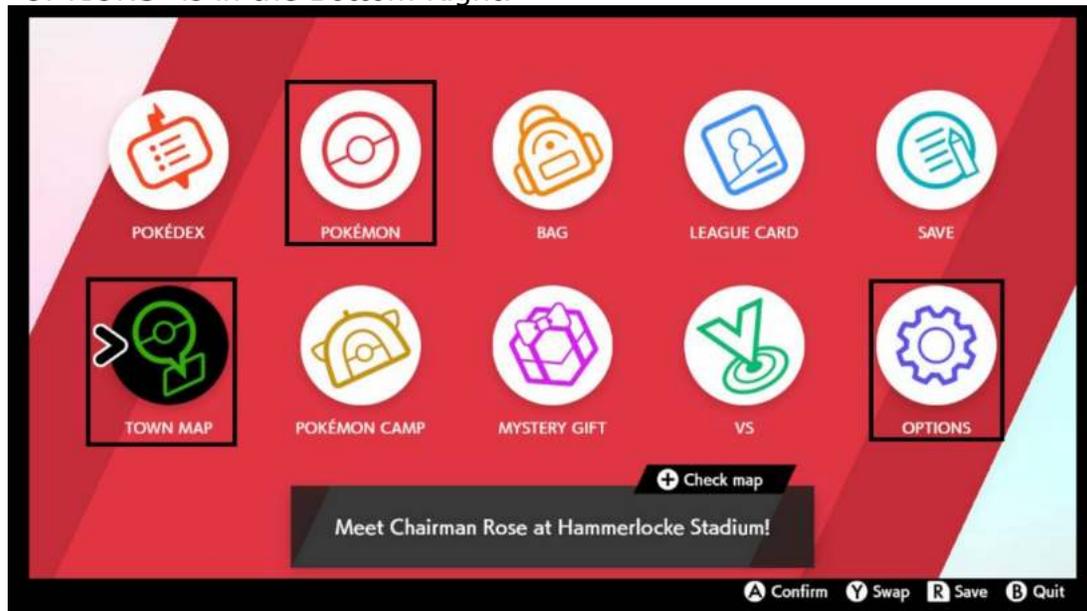
**Casual Controls: Off.**

**STEP 1:** From the pause screen, ensure that:

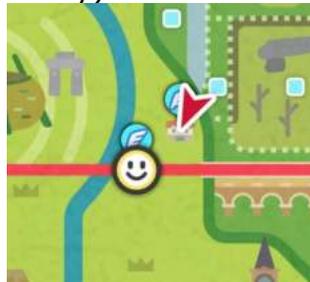
"POKÉMON" is the second from the Top Left

"TOWN MAP" is in the Bottom Left.

"OPTIONS" is in the Bottom Right.



**STEP 2:** Both Flying Taxi Locations on Route 5 MUST be unlocked (The Camp Site and the Nursery). You MUST have the Rotom Bike.



**STEP 3:** Travel to the Route 5 Nursery.



**STEP 3:** Go to your Box screen and navigate to a box that is COMPLETELY FULL OF EGGS THAT YOU WANT TO HATCH.

**STEP 4:** Make sure:

1. Selection Mode is set to "Select".
2. Box View is set to "Sort Pokémon".
3. Your Party is empty except for ONE Pokémon. It **MUST** have the Ability **Flame Body** or **Steam Engine**.



**STEP 5:** Enter MENU MODE, then TAP **A** (XB: **B** / PS: ). Your controller will start to rumble and the TEAL LED will begin flashing.

**STEP 6:** Navigate through any additional boxes that you want to

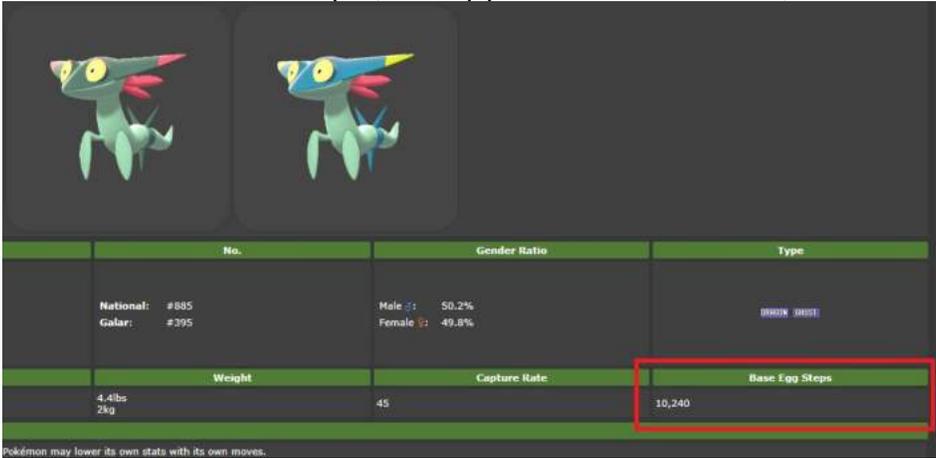
hatch using **L** & **R** (XB: LB & RB / PS: L1 & R1) (REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL OF EGGS). If you only want to hatch one box, do not tap the bumpers.

**Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.**

**STEP 7:** Now when you TAP **A** (XB: **B** PS4: ) all of the eggs in those boxes will be hatched, and the rumbling will stop.

**STEP 8:** To stop hatching Pokemon, TAP **B** (XB: **A** PS4: ) or TAP **-** (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

**TIMING:** The amount of time it takes to hatch eggs is different depending on which Pokemon you are hatching. You can find info on every Pokemon on sites like [bulbapedia.bulbagarden.net](http://bulbapedia.bulbagarden.net), and [www.serebii.net](http://www.serebii.net). For example, Dreepy's Hatch Time is 10,240:



No.	Gender Ratio	Type
National: #885 Galar: #395	Male ♂: 50.2% Female ♀: 49.8%	
Weight	Capture Rate	Base Egg Steps
4.4lbs 2kg	45	10,240

<https://www.serebii.net/pokedex-swsh/dreepy/>

This M.O.D. has been optimized to hatch eggs efficiently based on a Pokemon's Hatch Steps with a **Flame Body/Steam Engine** Pokemon in your Party. You MUST setup the proper timing for the Pokemon you are trying to hatch. You can search for the Pokemon individually, or check this list (Look in the 'Gen VII' Column):

[https://bulbapedia.bulbagarden.net/wiki/List\\_of\\_Pokémon\\_by\\_base\\_Egg\\_cycles](https://bulbapedia.bulbagarden.net/wiki/List_of_Pokémon_by_base_Egg_cycles)

There are 8 different Hatch Timings to choose from. By default the Switch Up will be set to the maximum 10240 Steps (4 LEDs), but it will save the timing that you set it to afterwards.

TAP  to increase the hatch timing. You will feel a heavy rumble.

TAP  to decrease the hatch timing. You will feel a light rumble.

### Base Egg Step Groups based on Green Player LEDs:

<b>1 (FLASHING)</b>	<b>1280 Steps</b>
<b>1</b>	<b>2560 Steps</b>
<b>2 (FLASHING)</b>	<b>3840 Steps</b>
<b>2</b>	<b>5120 Steps</b>
<b>3 (FLASHING)</b>	<b>6400 Steps</b>
<b>3</b>	<b>7680 Steps</b>
<b>4 (FLASHING)</b>	<b>8960 Steps</b>
<b>4</b>	<b>10240 Steps</b>

For example:

- If you are chaining for a Shiny Scorbunny, Grookey, Sobble, Growlithe, Gastly, etc. (Base Egg Steps: 5120) you can reset the timing to the lowest by rapidly TAPPING  until it doesn't rumble anymore, and then TAP  3 times to set it to 5120 Steps. You should see 2 Green Player LEDs lit up (Not Flashing).
- If you are chaining for a Shiny Goomy, Dreepy, Snorlax, Lapras, etc. (Base Egg Steps: 10240) keep TAPPING  until it is set to the maximum steps. You should see 4 Green Player LEDs lit up (Not Flashing).

**NOTE:** It is important to note that the Eggs that you receive from the Nursery are locked into being either Shiny or Non-Shiny as soon as you receive them. So do not hatch a box of eggs, reset the game and then hatch the same box again, this will not work and waste your time. Instead, hatch the eggs using the Box Egg Hatching M.O.D. and then Surprise Trade or Box Release them away.

## APRICORN FARMING

**This M.O.D. will endlessly shake trees to pick up berries and apricorns (Apricorns only available in Idle of Armour DLC).**

**First you will need to activate the Y-COMM Skip:**

(This mechanic may get patched in the future, and players have been penalized in the past for using a similar method that utilized VS Battles)

**STEP 1:** Un-dock your switch (You don't need to use the Switch Up to activate the Y-COMM Skip).

**STEP 2:** Open Y-COMM and connect to the Internet. (This requires Nintendo Online a stable internet connection).



**STEP 3:** Go to Link Battle and start searching for a single battle.

**STEP 4:** While it is searching for an opponent, hold the Home button until the System Menu opens up on the side. Navigate down and hover over Airplane Mode.

**Step 5:** As soon as you get an opponent trainer, TAP A to turn ON Airplane Mode. You will see an error message. Turn Airplane Mode back OFF, then close the System screen and error message.



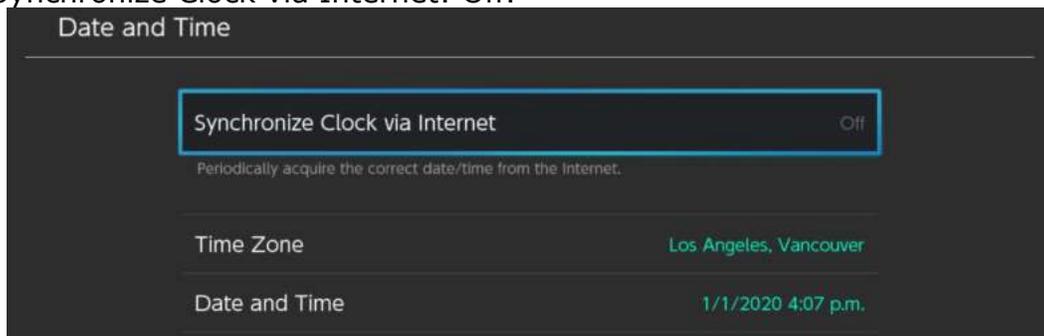
The Y-COMM Skip has now been activated. You can simply change your date and time to date skip instead of using a Raid Den.

## Make sure you setup the Switch Up to Pokemon Mode after activating the Y-COMM Skip.

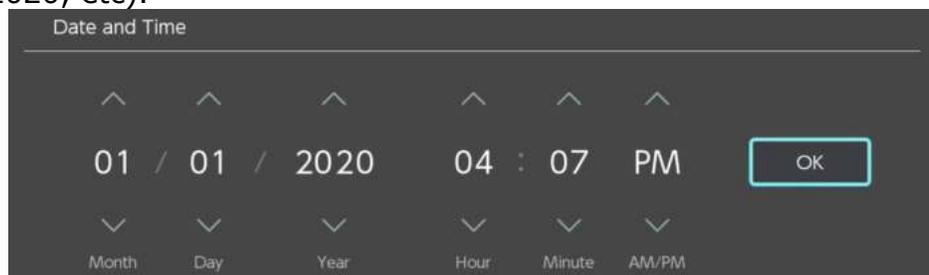
**STEP 1:** Go to your console's "System Settings", then "System" and set "Region" to "The Americas" or any region that has a date format of "Month / Day / Year".

**Now go to the "Date and Time" settings and change the following settings:**

Synchronize Clock via Internet: Off.



Date and Time to January 1st of next year (If the year is 2019, set Jan 1st 2020, etc).



**STEP 2:** Make sure that the Switch™ System Settings > Controllers and Sensors > Vibration is set to On.

**STEP 3:** Walk up to a berry tree that drops Apricorns. You can find these in the Isle of Armour DLC.



**Note: If you are planning to turn off your TV/Monitor, do so now; otherwise, the HDMI handshake will interrupt the M.O.D. Before turning your TV/Monitor back on, stop the M.O.D.**

**STEP 4:** Enter MENU MODE, then TAP  (XB: MENU / PS: OPTIONS). You will feel a heavy rumble, the TEAL LED will begin flashing and the M.O.D. will take over from here.

**STEP 5:** To stop Apricorn Farming, TAP  (XB:  PS4: ) or TAP  (XB: VIEW / PS: SHARE). You will feel a light rumble and the M.O.D. will be deactivated.

**After farming Apricorns you can go to the Cram-O-Matic, setup your recipe and use the Auto Confirm M.O.D. to continuously craft Pokéballs.**



*\*Bleggh\**

## TIP & TRICKS

**The following are examples of how to use Pokemon Mode to perform various actions.**

### **Gigantamax™ Farming**

This will show you how to easily farm for Gigantamax Pokemon, while also earning some Watts.

**STEP 1:** Use either the "Watt Generator" or the "Max Raid Watt Generator" to earn enough Watts to buy a Wishing Piece from the Watt Traders.

**STEP 2:** Go to a Den that has a chance of finding a Gigantamax Pokemon. Use the "Den Farming" M.O.D. to get a Rare Den.



**STEP 3:** Use the "Max Raid Watt Generator" M.O.D. Keep a close eye on the sprite of the Pokemon that appears every time the Rare Den is reset.

**STEP 4:** Once a Gigantamax Pokemon appears, stop the M.O.D. (Reminder: To stop, move the sticks or press any button). Now you can Save the game and try to catch it!

### **Shiny Fossil Chaining**

This will show you how to easily chain for shiny Fossil Pokemon.

**STEP 1:** Use either the "Watt Generator" or the "Max Raid Watt Generator" to earn a LOT of Watts.

**STEP 2:** Take a Flying taxi to "Bridge Field".



**STEP 3:** Walk up to one of the Digging Duo Brothers.



**STEP 4:** Activate "Auto Confirm" to loop receiving items from the Brother until you are satisfied with the amount of Fossils you have. (This will take some time).

**STEP 5:** Go to the scientist name Cara Liss, on Route 6. Stand in front of her. (If you are looking for a specific Fossil Pokemon, you should sell all Fossils you don't need before walking up to her).



**STEP 6:** Save now to reduce the amount of Fossils that are actually used during the Shiny Hunt.

**STEP 7:** Activate "Auto Confirm" to loop receiving Fossil Pokemon from her.

**STEP 8:** Once you run out of Fossils, stop "Auto Confirm". (Reminder: To stop, move the sticks or press any button)

**STEP 9:** Check your Pokedex or your Boxes to see if you received any shiny Pokemon. If you did not, Tap the Home button and close your game without saving (That way you get your Fossils back). Repeat Steps 7-9 until you get your Shiny Fossil Pokemon!

## **Master Ball Farming**

This will show you how to easily farm for Master Balls, Rare Candy, and other Rare Loto ID items.

**STEP 1:** Use either the "Shiny Egg Chaining" or the "Egg Farming" and "Box Egg Hatching" M.O.D.s to get a bunch of extra Pokemon.

**STEP 2:** Use the "Box Surprise Trade" M.O.D. to replace all of the extra Pokemon from Step 1 with Pokemon from other trainers. This will increase the chance of receiving items from the Loto-ID.

**STEP 3:** Use the "Auto Roto Loto" M.O.D. to endlessly farm items from the Loto-ID system. Good luck!

## ANIMALS CROSSING MODE OVERVIEW

The SWITCH UP™ **ANIMALS CROSSING Mode** will help you with your day-to-day life on the Island. With M.O.D.s that help you with fishing, running, picking up items, and more; your island experience will be greatly improved!.

## ANIMALS CROSSING MODE ACTIVATION

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

**Animals Crossing (Green & Sky Blue LEDS)** for Animal Crossing: New Horizons™.

If you are unable to move your character in game, but able to move in the Home Screen: Lock, then unlock the Switch™, then only use the Switch Up™ to control your Switch™. (See pg.8 for Controller Support).

## MENU MODE

**You will be using the Menu Mode to activate each of the M.O.D.s.**

HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Selector LED turns WHITE. You have entered Menu Mode.

While in Menu Mode, TAPPING various buttons will activate different M.O.D.s. This will be covered in each M.O.D. section.

TAP  to exit Menu Mode. This will also deactivate any currently active M.O.D.

You will feel a heavy rumble when activating M.O.D.s, and a light rumble when deactivating them.

**This manual will repeatedly call out entering Menu Mode for every M.O.D. Please refer back to this section if you forget how to enter Menu Mode.**

## ANALOG STICK DEADZONE

### Some controllers have Analog Stick Drift causing issues during gameplay.

Here are a couple of examples of this issue taking place:

- Your cursor in the Island Map drifts.
- Your character starts moving on their own, usually in one direction.
- Etc.

If you are experiencing any of the issues above, or something similar, you can use the Analog Stick Deadzone to improve your analog sticks in Animals Crossing Mode.

**STEP 1:** Enter MENU MODE. (Hold  (XB: VIEW / PS: SHARE) until you feel a rumble).

**STEP 2:** TAP  (XB: MENU / PS: OPTIONS) to toggle the Analog Stick Deadzone. You will feel a heavy rumble when activated and a light

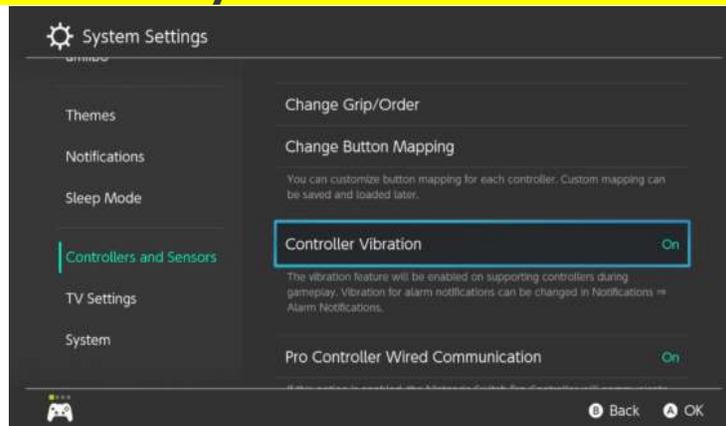
rumble when deactivated. TAP  to exit Menu Mode.

You will still be able to make small movements, for example walking slowly to not scare away bugs, but it will take a bit more movement on the Left Analog stick.

## EASY FISHING

**When the Easy Fishing M.O.D. is active, after you cast your rod, it will automatically catch the fish for you when you get a bite.**

**Make sure that your Controller Vibration is ON.**



**STEP 1:** Enter MENU MODE. (HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Select LED changes to White.

**STEP 2:** TAP  (XB: LB / PS: L1) to toggle the Easy Fishing M.O.D. You will feel a heavy rumble when activated and a light rumble when deactivated. TAP  to exit Menu Mode.

**STEP 3:** Begin fishing, and the M.O.D. will automatically catch the fish for you!



## EASY NET

**When the Easy Net M.O.D. is active, accessing and pulling up the net for use will be much more convenient.**



**STEP 1:** Enter MENU MODE. (HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Select LED changes to White.

**STEP 2:** TAP  (XB: RB / PS: R1) to toggle the Easy Net M.O.D. You will feel a heavy rumble when activated and a light rumble when deactivated. TAP  to exit Menu Mode.

**STEP 3:** HOLD  (XB: LS / PS: L3) to open your inventory wheel.

- While HOLDING , select your net using the left or right analog stick, then let go of .

**STEP 4:** Now whenever you PRESS , the M.O.D. will automatically select the net.

You can also PRESS or HOLD  (XB: RS / PS: R3) to quickly open your inventory wheel.

- Once the wheel opens up you can select items using either the left or right analog sticks.
- The item will be selected once you have chosen an item and you are no longer holding  .

## EASY TURBO / HOLD

The Easy Turbo / Hold M.O.D. allows you to select one of three options for each face button, to assist with various gameplay actions.

**STEP 1:** Enter MENU MODE. (HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Select LED changes to White.

**STEP 2:** Cycle through the three Turbo M.O.D.s on any of the four face buttons , ,  or . One heavy rumble is Turbo, two rumbles is Hold, three rumbles is Constant Turbo, and a light rumble is back to normal.

- "Turbo" will cause the face button to be rapidly pressed while you are holding it.
  - This is especially useful for picking up weeds and fruit (Turbo Y) or mining out rocks (Turbo A).



- "Hold" will cause the face button to be held while the button is released.
  - This is useful for actions such as speeding up text and automatically running (Hold B).



- "Constant Turbo" will be constantly and rapidly pressing the face button while the button is released.
  - This is useful for wishing on shooting stars (Constant Turbo A).



**STEP 3:** Once you have setup your face buttons, TAP  to exit Menu Mode.

## MACRO RECORDER MODE OVERVIEW

The SWITCH UP™ **MACRO RECORDER** will record a sequence of button presses or stick movements which can be very useful for repetitive actions or idle generators.

Use your imagination and experiment to get the most out of this pack!

## MACRO RECORDER MODE ACTIVATION

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

**Macro Recorder (Purple & Orange LEDS)** for Macro Recording in any game.

If you are unable to move your character in game, but able to move in the Home Screen: Lock then unlock the Switch™, then only use the Switch Up™ to control your Switch™. (See pg.8 for Controller Support).

Due to differences in load times and dialog boxes, your game must be set to English or Spanish for the M.O.D.s to work.

## MENU MODE

**You will be using the Menu Mode to activate each of the M.O.D.s.**

HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Selector LED turns WHITE. You have entered Menu Mode.

While in Menu Mode, TAPPING various buttons will activate different M.O.D.s. This will be covered in each M.O.D. section.

TAP  to exit Menu Mode. This will also deactivate any currently active M.O.D.

You will feel a heavy rumble when activating M.O.D.s, and a light rumble when deactivating them.

**This manual will repeatedly call out entering Menu Mode for every M.O.D. Please refer back to this section if you forget how to enter Menu Mode.**

## MACRO RECORDING MODE

**Using Menu Mode you will be able to select which button the Macro Recorder will use as your record and playback button.**

**Warning:** It is important to know that there is a limited amount of space on the Switch Up™ to save the recorded Macro. **It is designed for short combos or sequences of actions, NOT generators (and it CANNOT**

**record**  **or HOME).** Each Press and Release of a button will take up more space, so use your button press and stick movements sparingly (average of up to 8 buttons depending on release times).

**STEP 1:** Enter MENU MODE. (HOLD  (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Select LED changes to White.

**STEP 2:** TAP the button on your controller that you would like the Macro Recorder to use. Try to pick a button that is non-essential to gameplay.

*Note: the default button is set to*  *(XB: MENU / PS: OPTIONS)*

**STEP 2a:** TAP the SAME button to cycle between the following Macro Recording Modes:

 **HOLD Macro Repeat**

 **TAP Macro Repeat**

 **HOLD Macro Loop**

 **TAP Macro Loop**

Note: Descriptions in the Playback and Recording Section.

**STEP 3:** TAP  to exit Menu Mode and save your settings.

Continue to next page...

## PLAYBACK AND RECORDING

**Once you have setup your Macro Recording Mode, you can record and playback any sequence of buttons and stick movements.**

By default, your Macro Record Mode will be set to HOLD Macro Repeat, so we will be walking through that first.

**STEP 4:** If you have not yet recorded a Macro, you will need to HOLD the Macro Button until you feel a LIGHT RUMBLE.

**STEP 4a:** Press buttons or move the analog sticks to perform the action you want to be able to playback. (You will not be able to record a press of the Macro Button).

**STEP 4b:** When you are finished recording, TAP the Macro Button again, you will feel a LIGHT RUMBLE; otherwise, it will automatically stop when it runs out of space.

**STEP 5:** Now that you have a Macro Recorded you can, once again, LONG HOLD the Macro Button to playback the Macro.

If you QUICKLY TAP AND RELEASE the Macro Button, it will be outputted as a regular button press.

---

For each Macro Record Mode, STEP 4 and STEP 5 will vary as follows:

### **HOLD Macro Repeat**

Record/Playback: LONG HOLD your Macro Button.

Regular Output: QUICKLY TAP AND RELEASE your Macro Button.

### **TAP Macro Repeat**

Record/Playback: QUICKLY TAP AND RELEASE your Macro Button.

Regular Output: LONG HOLD your Macro Button.

### **HOLD Macro Loop**

Record/Playback: WHILE HOLDING your Macro Button, the recorded Macro will loop playback.

Regular Output: QUICKLY TAP AND RELEASE your Macro Button.

### **TAP Macro Loop**

Record/Playback: QUICKLY TAP AND RELEASE your Macro Button to loop the playback of the recorded Macro. TAP again to stop.

Regular Output: LONG HOLD your Macro Button.

## CLEARING RECORDED MACROS

**If you no longer want to use the Macro that you have recorded, you can clear it and record again.**

HOLD the HOME button (XB: HOME or Xbox® button / PS: PS button) and the assigned Macro button for about 1 second. You will feel 2 rumbles, and your Macro will be ready to be re-recorded.

## BATTLE ROYALE MODE OVERVIEW

The SWITCH UP™ **BATTLE ROYALE Mode** for Battle Royale includes essential M.O.D.s to level the playing field with a fighting chance against other platforms.

## BATTLE ROYALE MODE ACTIVATION

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

**Battle Royale (Teal & Purple LEDS)** for Battle Royale.

## BUTTON LAYOUT

**Compatible with the Builder Pro style button layouts.**

## BUILD Mode TRACKING

This feature is ALWAYS ACTIVE. It automatically suspends ADS and FIRE M.O.D.s to prevent them from adversely interfering with Building and Editing.

**When the M.O.D.s are suspended, the Mode Selector LED will turn WHITE.**

**In the event of Build Mode Tracking losing Sync**, you can quickly switch to your pickaxe and back to your weapon to reSync it.

**When you go to EDIT something or pull up the MENU, ALL M.O.D.s will be PERMANENTLY DISABLED until you pull out your pickaxe.**

## WEAPON FIRE Mode

### WEAPON FIRE Mode – QUICK REFERENCE

#### SWITCH Modes:

WHILE HOLDING :

HOLD  until you feel a light rumble for Regular Fire.

HOLD  until you feel a heavy rumble for Rapid Fire.

HOLD  until you feel a heavy rumble for Smart Fire.

HOLD  until you feel a heavy rumble for Dual Fire.

**REGULAR FIRE:** This is the default OFF state. Your weapon will fire as it usually does.

SELECTOR: WHILE HOLDING , HOLD  until you feel a light rumble.

**RAPID FIRE:** HOLD ATTACK/FIRE to fire your semi-automatic weapon at maximum speed.

SELECTOR: WHILE HOLDING , HOLD  until you feel a heavy rumble.

**SMART FIRE:** WHILE AIMING DOWN SIGHTS, HOLD ATTACK/FIRE to automatically have your fired rate controlled whenever you are moving slowly or stationary. This significantly improves ranged accuracy, especially when combined with **AIM ASSIST** or **AIM ABUSE**.

SELECTOR: WHILE HOLDING , HOLD  until you feel a heavy rumble.

**DUAL FIRE:** Arrange a shotgun in the left slot and a secondary weapon such as a submachine gun (SMG), assault rifle or pistol in the right slot.

SELECT THE SHOTGUN, THEN WHILE AIMING DOWN SIGHTS, HOLD ATTACK/FIRE to fire the shotgun and the M.O.D. will automatically switch to and fire your secondary weapon. This way you are dealing additional damage while waiting for that shotgun timer to finish. The M.O.D. will automatically spring back to your shotgun when you RELEASE ATTACK/FIRE.

Remember: Always reload both weapons after a fight and select the left slot weapon before firing.

When using your pickaxe, ensure that you are NOT Aiming Down Sights or that you switch to Regular Fire or another M.O.D.; otherwise, the M.O.D. will switch weapons while you are trying to pickaxe!

SELECTOR: WHILE HOLDING  (XB: MENU / PS: OPTIONS), HOLD  until you feel a heavy rumble.

## AIM ASSISTING Mode

### AIM ASSISTING Mode – QUICK REFERENCE

#### CYCLE Modes:

WHILE HOLDING  (XB: MENU / PS: OPTIONS), HOLD  (XB: LT / PS: L2) until you feel a rumble indicator.

**Aim Assist** (for the new DEFAULT look controls) **(1 Heavy Rumble)**.

**Snap Aim (Aim Abuse)** (for the Advanced Options > Legacy Look Controls > ON controls) **(2 Heavy Rumbles)**.

**OFF: Light Rumble**

**AIM ASSIST:** This M.O.D. performs best when used in combination with the new DEFAULT look controls and in this case, you may find it to be a stronger and more consistent assist than Aim Abuse. WHILE AIMING DOWN SIGHTS, it will maximize the in-game assist mechanics. It is normal that it slightly shakes the camera.

**SNAP AIM (AIM ABUSE):** This M.O.D. can be highly effective in shooter games that can utilize a snap aim mechanic, but it WILL NOT work in most games.

## ADS Mode

### ADS Mode – QUICK REFERENCE

#### CYCLE Modes:

WHILE HOLDING  (XB: MENU / PS: OPTIONS), HOLD  (XB: LB / PS: L1) until you feel a rumble indicator.

**Crouch Aim (1 Heavy Rumble).**

**Rapid Crouch Aim (2 Heavy Rumbles).**

**OFF: Light Rumble**

**CROUCH AIM:** WHILE AIMING DOWN SIGHTS, you will crouch. You will stand on RELEASE.

**RAPID CROUCH AIM:** WHILE AIMING DOWN SIGHTS, you will rapidly crouch to make yourself difficult to hit.

## FIRE Mode

## FIRE Mode – QUICK REFERENCE

### TOGGLE Modes:

**Hop Shot:** WHILE HOLDING  (XB: MENU / PS: OPTIONS), HOLD  (XB: RT / PS: R2) until you feel a rumble indicator. **(ON: Heavy Rumble / OFF: Light Rumble).**

**Rapid Crouch Fire:** WHILE HOLDING  (XB: MENU / PS: OPTIONS), HOLD  (XB: RB / PS: R1) until you feel a rumble indicator. **(ON: Heavy Rumble / OFF: Light Rumble).**

**Hop Shot and Rapid Crouch Fire CANNOT both be active at the same time.**

**HOP SHOT:** WHILE FIRING, you will repeatedly jump to make yourself difficult to hit.

**RAPID CROUCH FIRE:** WHILE FIRING, you will rapidly crouch to make yourself difficult to hit.

## AUTO BUNNY / DOLPHIN DIVE

### AUTO BUNNY / DOLPHIN DIVE – QUICK REFERENCE

#### TOGGLE AUTO BUNNY / DOLPHIN DIVE:

WHILE HOLDING  (XB: MENU / PS: OPTIONS), HOLD  (XB: LS / PS: L3) until you feel a rumble indicator. **(ON: Heavy Rumble / OFF: Light Rumble).**

**AUTO BUNNY:** WHILE FULLY MOVING IN ANY DIRECTION, TAP JUMP ONCE and you will repeatedly jump.

**DOLPHIN DIVE:** WHILE SPRINTING AND FULLY MOVING IN THE WATER, TAP JUMP ONCE and you will repeatedly dive through water until you leave the water.

## **BREATH OF THE WILD MODE OVERVIEW**

The SWITCH UP™ **BREATH OF THE WILD Mode** includes M.O.D.s that enhance the combat and generators that cut down on the grinding.

## **BREATH OF THE WILD MODE ACTIVATION**

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

**Breath of the Wild Mode (Green LEDs).**

## MENU MODE

**You will be using the Menu Mode to change some M.O.D. settings.**

HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

### **While in Menu Mode:**

TAP  (XB: LB / PS: L1) to toggle between the DEFAULT "Infinite Sprint - On Hold" (**Light Rumble**) and "Infinite Sprint - Always Active" (**Heavy Rumble**). See the Infinite Sprint [section](#) for more information.

TAP  (XB: RB / PS: R1) to toggle between the DEFAULT "Change Jump Button: OFF" (**Light Rumble**) and "Change Jump Button: ON" (**Heavy Rumble**). This setting is for MATCHING the state of the in-game "Change Jump Button" setting. **If this DOES NOT match your in-game setting, certain M.O.D.s will function incorrectly!**

TAP  (XB: MENU / PS: OPTIONS) to reset all Zelda™ Mode settings to DEFAULT.

TAP  to exit Menu Mode.

## MASTER CONTROLS

**MASTER QUICK CONTROL** suspends **ALL M.O.D.s**. This is helpful if a M.O.D. is interfering with the in-game menu navigation or another gameplay function.

**WHILE HOLDING** , **TAP**  (**XB: MENU / PS: OPTIONS**) to **SUSPEND / RESUME ALL M.O.D.s**.  
(Suspended: Heavy Rumble / Resumed: Light Rumble).

**MASTER RESET** ALL SETTINGS to DEFAULT.

**HOLD**  (**XB: VIEW / PS: SHARE**) until the Mode Selector LED turns **WHITE**. You have entered Menu Mode.

### While in Menu Mode:

**TAP**  (**XB: MENU / PS: OPTIONS**) to reset all Zelda™ Mode settings to **DEFAULT**.

**TAP**  to exit Menu Mode.

**QUICK SAVE** to the first save slot.

**QUICKLY PRESS**  **THEN**  **TOGETHER** (**XB: VIEW / PS: SHARE THEN XB: MENU / PS: OPTIONS TOGETHER**) to **SUSPEND / RESUME ALL M.O.D.s**.  
(Suspended: Heavy Rumble / Resumed: Light Rumble).

## CHANGE JUMP BUTTON

You **MUST MATCH** the "Change Jump Button" Mode with your in-game "Change Jump Button" setting for the M.O.D.s to function correctly.

HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

### While in Menu Mode:

TAP  (XB: RB / PS: R1) to toggle between the DEFAULT "Change Jump Button: OFF" (**Light Rumble**) and "Change Jump Button: ON" (**Heavy Rumble**). This setting is for MATCHING the state of the in-game "Change Jump Button" setting. **If this DOES NOT match your in-game setting, certain M.O.D.s will function incorrectly!**

TAP  to exit Menu Mode.

## ENHANCED WEAPON Mode

**The Enhanced Weapon Mode provides you with significant combat advantages against your foes.**

You can have one Enhanced Weapon Mode activated at a time.

You can still DOUBLE TAP ATTACK (or QUICKLY TAP multiple times in a row) to attack normally, instead of using the Enhanced Weapon Mode. This is useful when you are able to use Flurry Rush after dodging an attack.

When you mount a horse, you MUST either toggle OFF the current Enhanced Weapon Mode or Toggle ON the Auto Horse M.O.D. This is due to weapon M.O.D.s interfering with the mounted combat controls.

### ENHANCED WEAPON Mode – QUICK REFERENCE

#### TOGGLE Modes:

WHILE HOLDING  :

TAP  (XB: LB / PS: L1) for Rapid Spear **(ON: 1 Heavy Rumble / OFF: Light Rumble)**.

TAP  (XB: RB / PS: R1) for Bomb Parry **(ON: 2 Heavy Rumbles / OFF: Light Rumble)**.

TAP  (XB: LT / PS: L2) for Heavy Bomb Bow **(ON: 3 Heavy Rumbles / OFF: Light Rumble)**.

TAP  (XB: RT / PS: R2) for Bow Spin **(ON: 4 Heavy Rumbles / OFF: Light Rumble)**.

**RAPID SPEAR:** With the **Spear equipped**, HOLD ATTACK to rapidly and continuously attack until you RELEASE ATTACK.

To cancel an attack early and dodge in a direction, WHILE MOVING LEFT, RIGHT, FORWARDS OR BACKWARDS, PRESS LS (XB: LS / PS: L3).

TOGGLE: WHILE HOLDING , TAP  (XB: LB / PS: L1) for Rapid Spear **(ON: 1 Heavy Rumble / OFF: Light Rumble)**.

**BOMB PARRY:** With the **Square Remote Bomb and Shield equipped**, you will have the ability to parry Link's bomb and explode enemies in front of him without taking any damage with only minor damage to his shield. Bomb Parry is extremely effective when Link is faced with overwhelming odds.

TAP ATTACK to Bomb Parry.

TOGGLE: WHILE HOLDING , TAP  (XB: RB / PS: R1) for Bomb Parry **(ON: 2 Heavy Rumbles / OFF: Light Rumble)**.

**HEAVY BOMB BOW:** With the **Heavy Weapon, Square Remote Bomb and Bow equipped**, you will have the ability to stagger the enemy, drop a bomb while backflipping and then ready Link's bow in a single smooth motion.

PRESS ATTACK and the M.O.D. will perform the Heavy Bomb Bow sequence. If you want to control when the bow is going to shoot, CONTINUE HOLDING ATTACK AFTER PRESSING IT or HOLD AIM during the sequence, then RELEASE whichever button you are HOLDING when you want to shoot.

While Link is swinging his weapon and before he jumps, to cancel the attack early and dodge in a direction, WHILE MOVING LEFT, RIGHT, FORWARDS or BACKWARDS, PRESS LS (XB: LS / PS: L3).

TOGGLE: WHILE HOLDING , TAP  (XB: LT / PS: L2) for Heavy Bomb Bow **(ON: 3 Heavy Rumbles / OFF: Light Rumble)**.

**WARNING:** This M.O.D. drops the bomb to allow you to be able to control when you want to blow it up. If you activate this M.O.D. twice without blowing up the bomb the first time, the bomb will blow up.

**BOW SPIN: With the Great Frostblade/Thunderblade and Bow equipped**, you will have the ability to automate the technique of chaining enemies into being stunned by allowing Link to continuously trigger the elementals of the Great Frostblade or Great Thunderblade in a spinning motion. This M.O.D. changes the hitbox of the spin attack to the hitbox of the bow, so you will need to align yourself properly with your enemy.

HOLD ATTACK and the M.O.D. will perform the Bow Spin sequence. If you want to cancel the sequence before it has completed, or Link is about to run out of stamina, RELEASE ATTACK.

If you QUICKLY TAP & RELEASE ATTACK, Link will perform a normal attack, and the Bow Spin will only be performed after HOLDING for long enough that you see Link's bow in his hands.

TOGGLE: WHILE HOLDING  , TAP  (XB: RT / PS: R2) for Bow Spin **(ON: 4 Heavy Rumbles / OFF: Light Rumble)**.

## INFINITE SPRINT

### INFINITE SPRINT – QUICK REFERENCE

#### TOGGLE INFINITE SPRINT:

WHILE HOLDING , PRESS  (XB: RS / PS: R3) (**ON: Heavy Rumble / OFF: Light Rumble**).

**INFINITE SPRINT:** This M.O.D. will take the pain out of traversing Hyrule as it allows Link to endlessly sprint while moving in any direction, without being affected by the in-game stamina.

**By default**, you MUST be HOLDING the SPRINT button to activate Infinite Sprint (**Infinite Sprint - On Hold**). This is the more sensible and recommended setting as it avoids interference with paragliding, climbing, etc.

**You can change the Infinite Sprint setting in Menu Mode** so that the M.O.D. is always active (**Infinite Sprint - Always Active**) but then you will have to HOLD JUMP while paragliding and climbing and toggle OFF the M.O.D. outright for the in-game map. You will also have to use the Auto Horse M.O.D. to block interference from Infinite Sprint; otherwise, Link will immediately dismount his horse upon moving forward.

**NOTES:** If you press a button that relates to an in-game action, Link will wait to Infinite Sprint again long enough for the action to complete. While they are active, the Auto Horse and Easy Tame & Soothe M.O.D.s will take precedence over Infinite Sprint.

## AUTO HORSE

### AUTO HORSE – QUICK REFERENCE

#### TOGGLE AUTO HORSE:

WHILE LINK IS MOUNTED ON HIS HORSE, WHILE HOLDING  , PRESS  (XB: RS / PS: R3) (**ON: Heavy Rumble / OFF: Light Rumble**).

**AUTO HORSE:** This M.O.D. will take the pain out of traversing Hyrule as it will make Link's horse automatically sprint and it will replenish its stamina before sprinting again.

You can pull back on the LEFT ANALOG STICK to stop the horse from sprinting until you either MOVE FORWARD again or PRESS SPRINT.

If you purposely dismount Link from the horse yourself, or interact with characters from the horse, the M.O.D. will automatically toggle itself OFF.

If Link gets knocked off the horse, you MUST manually toggle the M.O.D. OFF.

## EASY TAME & SOOTHE

### EASY TAME & SOOTHE – QUICK REFERENCE

#### TOGGLE EASY TAME & SOOTHE:

WHILE LINK IS MOUNTED ON HIS HORSE, WHILE HOLDING  , TAP  (XB: LB / PS: L1) (**ON: Heavy Rumble / OFF: Light Rumble**).

**EASY TAME & SOOTHE:** This M.O.D. will make Link automatically tame or soothe a horse as quickly as possible, which is an in-game mechanic to build a relationship with the horse for better steering, or for taming a wild horse.

If you purposely dismount Link from the horse yourself, or interact with characters from the horse, the M.O.D. will automatically toggle itself OFF.

**WARNING:** If Link gets knocked off the horse, you **MUST IMMEDIATELY** manually toggle the M.O.D. OFF to avoid undesirable in-game actions, such as blowing yourself up!

**Some horses require Link to have more stamina bars in order for them to be tamed.** If a horse kicks Link off, you will need to manually toggle the M.O.D. OFF and start again from the beginning. You can avoid this by creating stamina potions beforehand, then as you need to, toggle the M.O.D. OFF, open up the in-game menu, consume the stamina potions, close the menu, then toggle the M.O.D. ON again.

## HORSE STAMINA REFRESH

### HORSE STAMINA REFRESH – QUICK REFERENCE TOGGLE HORSE STAMINA REFRESH:

WHILE LINKMOUNTED ON YOUR HORSE, WHILE HOLDING , TAP  (XB: RB / PS: R1) (**ON: Heavy Rumble / OFF: Light Rumble**).

**HORSE STAMINA REFRESH: With the Shield and Bow equipped**, this M.O.D. provides you with a **50% chance** of resetting your horse's stamina. This M.O.D. will toggle OFF Auto Horse, Infinite Sprint and Easy Tame & Soothe if any of these M.O.D.s are active.

When Link's horse's stamina gauge is low but not depleted, so at 1 or more, WHILE HOLDING , TAP  (XB: RB / PS: R1) for a **50% chance** to reset your horse's stamina to max, despite the stamina gauge still looking empty.

If the M.O.D. is unsuccessful, Link will fall off the horse while riding his shield.

## ARROW GENERATOR

**This M.O.D. will generate Arrows for as long as possible. It is available after completing "Stranded on Eventide" shrine quest, and then fast travelling to the "Korgu Chideh Shrine".**

**FAIR WARNING: This M.O.D. saves over the first save slot!**

**STEP 1:** Ensure that:

Options > Camera Sensitivity is set to Normal.

You have UNEQUIPPED any metal items to avoid lightning strikes.

Completed the "Stranded on Eventide" shrine quest and fast travelled to the "Korgu Chideh Shrine".

**STEP 2:** Turn to look at the "Korgu Chideh Shrine" behind you and make your left from there towards the cliff. Jump off and glide onto the island ring of rocks.

**STEP 3:** You will see a Chest in the middle of a pool of water. Make sure that Link is standing ashore in line with the Chest and aiming the Magnesis Ability at the lock on the Chest. There needs to be enough room between Link and the water for the Chest to make it to land.

**STEP 4:** HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

**While in Menu Mode:**

PRESS the following D-PAD sequence: . From top to bottom, the Switch Up™ will light up a GREEN Player LED as you enter the 4 button code. If you have begun entering the wrong code, wait for the Player LEDS to shut off, then try again. Once you have entered the code correctly, all 4 Player LEDS will be flashing Green in Sync. If you have entered the code incorrectly, the Mode Selector LED will light up Yellow for a few seconds, before you can try again.

**STEP 5:** Once you have entered the code correctly, make sure Link is still aiming the Magnesis Ability at the middle of the chest. PRESS  to toggle ON the Arrow Generator. The Mode Selector LED will now flash in Sync with the 4 Green Player LEDS. The generator will run for as long as possible, earning Arrows up to the maximum limit of your inventory, or until you toggle it OFF by PRESSING .

## RUPEE GENERATOR

**This M.O.D. will generate Rupees for as long as possible.** **NOTE:** It is normal to see Link walk away when he scores a Spare.

**STEP 1:** Ensure that:

- Your System Language is set to English.
- Options > Camera Sensitivity is set to Normal.
- You have EQUIPPED Cold Resistance Gear.
- You have fast travelled to the "Hebra Tower" and headed north east off the ledge to "Pondo's Lodge" where the "Snow Bowling" minigame is located.

**STEP 2:** HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

**While in Menu Mode:**

PRESS the following D-PAD sequence:  ,  ,  ,  . From top to bottom, the Switch Up™ will light up a GREEN Player LED as you enter the 4 button code. If you have begun entering the wrong code, wait for the Player LEDS to shut off, then try again. Once you have entered the code correctly, all 4 Player LEDS will be flashing Green in Sync. If you have entered the code incorrectly, the Mode Selector LED will light up Yellow for a few seconds, before you can try again.

**STEP 3:** Once you have entered the code correctly, talk to "Pondo". Follow the conversation bubble, select "I'll try it!" and hover over "OK!"

but DO NOT select it. PRESS  to toggle ON the Rupee Generator. The Mode Selector LED will now flash in Sync with the 4 Green Player LEDS. The generator will run for as long as possible, earning Rupees up to the maximum limit of your inventory, or until you toggle it OFF by

PRESSING .

## **SUPER ODYSSEY MODE OVERVIEW**

The SWITCH UP™ **SUPER ODYSSEY™ Mode** includes M.O.D.s that streamline the controls and generators that cut down on the grinding.

Generators grind for coins and moons so that you can unlock costumes and content. Auto Boss Battle magically beats bosses for you.

## **SUPER ODYSSEY MODE ACTIVATION**

**PAIR YOUR CONTROLLER FIRST**, then **PRESS & RELEASE** the **Mode SELECTOR** to cycle through the **Modes**:

**Super Odyssey Mode (Red LEDS).**

## MENU MODE

**You will be using the Menu Mode to change some M.O.D. settings.**

HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

### While in Menu Mode:

TAP  (XB: LB / PS: L1) **OR**  (XB: RB / PS: R1) to swap your Easy Dive M.O.D. button (**SWAPPED: Heavy Rumble / DEFAULT: Light Rumble**).

TAP  (XB: LT / PS: L2) **OR**  (XB: RT / PS: R2) to swap your Ground Pound+ M.O.D. button (**SWAPPED: Heavy Rumble / DEFAULT: Light Rumble**).

TAP  (XB:  / PS:  ) **OR**  (XB:  / PS:  ) to swap your Easy Hatty M.O.D. button (**SWAPPED: Heavy Rumble / DEFAULT: Light Rumble**).

TAP  (XB: MENU / PS: OPTIONS) to reset all Mario™ Mode settings to DEFAULT.

TAP  to exit Menu Mode.

## MASTER CONTROLS

**MASTER QUICK CONTROL** suspends **ALL M.O.D.s**. This is helpful if a M.O.D. is interfering with the in-game menu navigation or another gameplay function.

**WHILE HOLDING**  , **TAP**  (**XB: MENU / PS: OPTIONS**) to **SUSPEND / RESUME ALL M.O.D.s**.  
(Suspended: Heavy Rumble / Resumed: Light Rumble).

**MASTER RESET** ALL SETTINGS to DEFAULT.

**HOLD**  (**XB: VIEW / PS: SHARE**) until the Mode Selector LED turns **WHITE**. You have entered Menu Mode.

### While in Menu Mode:

**TAP**  (**XB: MENU / PS: OPTIONS**) to reset all Mario™ Mode settings to DEFAULT.

**TAP**  to exit Menu Mode.

## MARIO M.O.D.s

**EASY DIVE:** This M.O.D. will make Mario dive while mid-air at will, without the hassle of tricky button combinations.

The DEFAULT button to perform this M.O.D. is  (XB: LB / PS: L1), but it can be swapped to  (XB: RB / PS: R1) in MENU MODE.

**EASY HATTY:** This M.O.D. will make Mario cover great distances to areas with up to 2 throws of Mario's hat. Mario will automatically jump onto the hat after throwing it each time.

The DEFAULT button to perform this M.O.D. is  (XB:  / PS:  ) but it can be swapped to  (XB:  / PS:  ) in MENU MODE.

**EASY SWIM:** This M.O.D. will make Mario automatically and endlessly swim at maximum speed, which avoids the headaches of timed button presses.

**WHEN MARIO ENTERS THE WATER,** WHILE PRESSING & HOLDING  (XB: LS / PS: L3), PRESS  (XB: RS / RS: R3) **(Heavy Rumble)**.

**WHEN MARIO LEAVES THE WATER,** WHILE PRESSING & HOLDING  (XB: LS / PS: L3), PRESS  (XB: RS / RS: R3) again **(Light Rumble)**.

**GROUND POUND+:** This M.O.D. features a built-in bounce for Mario to reach maximum vertical height.

The DEFAULT button to perform this M.O.D. is  (XB: LT / PS: L2), but it can be swapped to  (XB: RT / PS: R2) in MENU MODE.

## FROG COIN GENERATOR

**This M.O.D. will generate Coins for as long as possible. It is available in the first kingdom, "Cap Kingdom", after the requirements are met to remove the rubble from the blocked off door.**

**STEP 1:** Ensure that the following requirements are met:

Defeat the first boss ("Topper").

Travel through the "Cascade Kingdom" area.

As soon as you arrive in the "Sand Kingdom", travel back to the "Cap Kingdom".

Make sure that the Switch™ System Settings > Controllers and Sensors > Vibration is set to On (you WILL NOT actually experience rumble once the generator is running).

**STEP 2:** Open the map and warp to the "Central Plaza" checkpoint, stand still and DO NOT move.

**STEP 3:** HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

**While in Menu Mode:**

PRESS the following D-PAD sequence: . From top to bottom, the Switch Up™ will light up a GREEN Player LED as you enter the 4 button code. If you have begun entering the wrong code, wait for the Player LEDS to shut off, then try again. Once you have entered the code correctly, all 4 Player LEDS will be flashing Green in Sync. If you have entered the code incorrectly, the Mode Selector LED will light up Yellow for a few seconds, before you can try again.

**STEP 4:** Once you have entered the code correctly, PRESS  to toggle ON the Frog Coin Generator. The Mode Selector LED will now flash in Sync with the 4 Green Player LEDS. The generator will run for as

long as possible, earning Coins until you toggle it OFF by PRESSING  .

## BOWSER COIN GENERATOR

**This M.O.D. will generate Coins for as long as possible. It is available in "Bowser's Kingdom", after the requirements are met.**

**STEP 1:** Ensure that the following requirements are met:  
 Unlock the "Beneath the Keep" checkpoint in "Bowser's Kingdom".  
 Defeat the "RoboBrood" boss.  
 Collect the "Dashing Above the Clouds" moon, as shown in this video  
<https://youtu.be/dm3NaQULY3Q>

Make sure that the Switch™ System Settings > Controllers and Sensors > Vibration is set to On (you WILL NOT actually experience rumble once the generator is running).  
 Travel to "Bowser's Kingdom".

**STEP 2:** Open the map and warp to the "Beneath the Keep" checkpoint, stand still and DO NOT move.

**STEP 3:** HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

### While in Menu Mode:

PRESS the following D-PAD sequence: . From top to bottom, the Switch Up™ will light up a GREEN Player LED as you enter the 4 button code. If you have begun entering the wrong code, wait for the Player LEDS to shut off, then try again. Once you have entered the code correctly, all 4 Player LEDS will be flashing Green in Sync. If you have entered the code incorrectly, the Mode Selector LED will light up Yellow for a few seconds, before you can try again.

**STEP 4:** Once you have entered the code correctly, PRESS  to toggle ON the Bowser Coin Generator. The Mode Selector LED will now flash in Sync with the 4 Green Player LEDS. The generator will run for as

long as possible, earning Coins until you toggle it OFF by PRESSING .

## BOWSER COIN/MOON GENERATOR

**This M.O.D. will generate Coins and Moons for as long as possible. It is available in "Bowser's Kingdom", after the requirements are met.**

**STEP 1:** Ensure that the following requirements are met:  
 Unlock the "Beneath the Keep" checkpoint in "Bowser's Kingdom".  
 Defeat the "RoboBrood" boss.  
 Collect the "Dashing Above the Clouds" moon, as shown in this video  
<https://youtu.be/dm3NaQULY3Q>

Make sure that the Switch™ System Settings > Controllers and Sensors > Vibration is set to On (you WILL NOT actually experience rumble once the generator is running).  
 Travel to "Bowser's Kingdom".

**STEP 2:** Open the map and warp to the "Beneath the Keep" checkpoint, stand still and DO NOT move.

**STEP 3:** HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

**While in Menu Mode:**

PRESS the following D-PAD sequence: . From top to bottom, the Switch Up™ will light up a GREEN Player LED as you enter the 4 button code. If you have begun entering the wrong code, wait for the Player LEDS to shut off, then try again. Once you have entered the code correctly, all 4 Player LEDS will be flashing Green in Sync. If you have entered the code incorrectly, the Mode Selector LED will light up Yellow for a few seconds, before you can try again.

**STEP 4:** Once you have entered the code correctly, PRESS  to toggle ON the Bowser Coin Generator. The Mode Selector LED will now flash in Sync with the 4 Green Player LED's. The generator will run for as long as possible. After collecting 9000 coins, Mario will go to the store, spending all 9000 coins on purchasing moons, before returning back to generating coins again and repeating the process, until you toggle OFF the generator by PRESSING .

## AUTO BOSS BATTLE

**This M.O.D. will end the frustration of getting stuck on bosses. Simply follow the instructions and the Auto Boss Battle M.O.D. will magically beat the boss for you!**

Watch this video <https://youtu.be/pZoBF9CigIM> and follow the steps below:

**STEP 1:** Ensure that the following requirements are met:  
 Set the in-game "Camera Sensivity" setting to "Low".  
 Set the in-game "Vertical" and "Horizontal" settings to "Normal".  
Make sure that the Switch™ System Settings > Controllers and Sensors > Vibration is set to On (you WILL NOT actually experience rumble once the M.O.D. is running).

**STEP 2:** HOLD  (XB: VIEW / PS: SHARE) until the Mode Selector LED turns WHITE. You have entered Menu Mode.

### **While in Menu Mode:**

PRESS the following D-PAD sequence corresponding to your current boss. **The D-PAD sequences for each boss are listed in the table at the bottom of this page.**

From top to bottom, the Switch Up™ will light up a GREEN Player LED as you enter the 4 button code. If you have begun entering the wrong code, wait for the Player LEDS to shut off, then try again. Once you have entered the code correctly, all 4 Player LEDS will be flashing Green in Sync. If you have entered the code incorrectly, the Mode Selector LED will light up Yellow for a few seconds, before you can try again.

**STEP 3:** At this point, you MUST be standing in the correct location for the boss that you want to beat. **There are links demonstrating the starting point for each boss in the table on the following pages.**

**STEP 4:** Once you are in the correct location, PRESS  to start the boss fight. The Mode Selector LED will now flash in Sync with the 4 Green Player LED's. You toggle OFF / cancel Auto Boss Battle by

PRESSING .

**WARNING:** Due to multiple boss battle patterns, it will not always win first time. **PURPLE TEXT** bosses **REQUIRE 6 HEARTS** to beat.

BOSS	CODE	LOCATION	STARTING POINT
1: Topper		Cap Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwer">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwer</a>
2: Madame Broode		Cascade Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwer1">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwer1</a>
3: Harriet		Sand Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes</a>
4: Knucklotec		Sand Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes1">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes1</a>
5: Rango		Lake Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes2">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes2</a>
6: Spewart		Wooded Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes3">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes3</a>

<b>7: Torkdrift</b>		Wooded Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes4">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes4</a>
<b>8: Bowser</b>		Cloud Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes5">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes5</a>
<b>9: Mechawiggler (6 Hearts)</b>		Metro Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes6">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes6</a>
<b>10: Donkey Kong</b>		Metro Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes7">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes7</a>
<b>11: Rango #2</b>		Snow Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes8">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes8</a>
<b>12: Mollusque Lanceur</b>		Seaside Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes9">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes9</a>
<b>13: Spewart #2</b>		Luncheon Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwev">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwev</a>

<b>14: Cookatiel (6 Hearts)</b>		Luncheon Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew1">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew1</a>
<b>15: Ruined Dragon</b>		Ruined Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew2">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew2</a>
<b>16: Harriet #2</b>		Bowser's Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew</a>
<b>17: Topper #2</b>		Bowser's Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew1">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew1</a>
<b>18: RoboBrood</b>		Bowser's Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew2">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew2</a>
<b>19: Madame Broode #2</b>		Moon Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew3">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew3</a>
<b>20: Bowser #2</b>		Moon Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew4">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew4</a>
<b>21: Knucklotec #2</b>		Mushroom Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew5">https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew5</a>

<b>22:</b> <b>Torkdrift</b> <b>#2</b>		Mushroom Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew6">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwew6</a>
<b>23:</b> <b>Mechwiggle</b> <b>#2</b> <b>(6 Hearts)</b>		Mushroom Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew7">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwew7</a>
<b>24:</b> <b>Mollusque</b> <b>Lanceur #2</b>		Mushroom Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew8">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwew8</a>
<b>25:</b> <b>Cookatiel</b> <b>#2</b> <b>(6 Hearts)</b>		Mushroom Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwew9">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwew9</a>
<b>26: Ruined</b> <b>Dragon #2</b>		Mushroom Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwex">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwex</a>
<b>27-31:</b> <b>Boss</b> <b>Gauntlet</b>		Dark Side Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwex1">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwex1</a>
<b>32: Bowser</b> <b>#3</b>		Moon Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwex2">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwex2</a>

<b>33: Bowser #4</b>		Moon Kingdom	<a href="https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwex3">https:// www.switch- up.ca/auto-boss- battle? lightbox=dataIte m-jo7tgwex3</a>
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