

ADVANCED FEATURE: CUSTOM ACTIVE RELOAD

With so many weapons available in Gears of War 5, not all of them come preprogrammed on the controller. Custom Active Reload allows you to set your own active reload for any weapon.



Tap RB during the perfect active reload moment for the weapon, it is now saved to the current weapon slot. Tapping RB again will repeat what you recorded. Perform the function again to re-record your active reload.

Note: At any time, you can switch back to any other weapon and return back to the weapon slot, your pre-recorded reload will stay enabled. To keep reload enabled, press



Note: If you need to cancel a reload mid active reload, simply press LB or any Dpad direction.



GEARS OF WAR MODE

FOR XBOX ONE®

INSTRUCTION MANUAL



HOW-TO VIDEOS ON
TINYURL.COM/EVIL-PLAYLIST

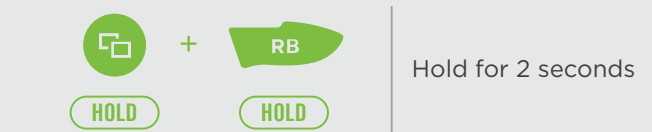
www.evilcontrollers.com

GEARS OF WAR 5 FEATURES

Gears of War mode MUST be enabled before using this feature. Enabling Gears of War mode will exit the controller from its traditional settings and will limit the controller to the Gears of War features. You can enter and exit this mode without accessing a mod profile.

Please note: For perfect active reloads, you must disable the “automatic reload” setting. This option is accessed by pressing the menu button, selecting game options, then setting automatic reloads to off.

ENTER GEARS OF WAR MODE *Exiting Gears of War mode is done this same way.*



Note: Once Gears of War mode is enabled, the RB will activate Active Reload functionality. To disable this, you will need to exit Gears of War mode on the controller.

ADDING ACTIVE RELOAD TO YOUR EQUIPPED WEAPONS

You must hold the relevant Directional Button that the weapon is equipped to. The available directions are:



STANDARD WEAPONS

After each LB press you will feel a motor rumble.



- Gears 5
 - 1 Lancer / Hammerburst
 - 2 Gnasher
 - 3 Retro Lancer / Marka Mk1
 - 4 Lancer GL
 - 5 Embar
 - 6 Buzzkill
 - 7 Overkill
 - 8 Claw
- Gears 4
 - 9 Lancer
 - 10 Gnasher
 - 11 Hammerburst
 - 12 Enforcer

LB Press Weapon

- Gears 5
 - 1 Snub
 - 2 Boltok
 - 3 Talon
- Gears 4
 - 4 Snub
 - 5 Boltok

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SPECIAL WEAPONS

After each Y press you will feel a motor rumble.



- Gears 5
 - 1 Boomshot
 - 2 Dropshot
 - 3 Longshot
 - 4 Torquebow
- Gears 4
 - 5 Boomshot
 - 6 Longshot
 - 7 Torquebow

AUTO CHAINSAW

While in Gears of War mode, auto chainsaw will be active while you hold RB.



When this feature is active, the controller will rapidly press the chainsaw command.



Note: When firing a special weapon, the controller will perform an active reload.

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SELECTING NO WEAPONS

Hold the direction corresponding to the weapon profile you would like to have disabled (press A to re-enable).



Two motor rumbles will accompany this action if you have done it successfully. This will clear out the active weapon profile for unassisted gameplay. The other weapon slots will stay active for successful active reloads. Holding the view button for 2 seconds will reset the weapon profiles to default.

AUTO MARK

Auto Mark is a feature that will automatically mark your opponents that are within your field of vision while you hold LT.



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SAVING WEAPON LOADOUTS

Throughout the course of a Gears of War match, you will find yourself with different weapon loadouts.

To save your current weapon loadout:



Note: Whatever you have currently selected will be returned to when you press the view button, this includes user recordable reloads. The default setup is not saved; every time you use the controller after powering it down, you will have to reset the defaults.

DYING AND RESPAWNING

When you die in Gears of War 5, you will respawn with default weapons. To reset your custom active reloads, press the view button.

Note: If you need to cancel a reload mid active reload, simply press LB or any Dpad direction.

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