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SWITCH UP™ GAME ENHANCER

FIRMWARE VERSION	RELEASE DATE (MM/DD/YYYY)
2.1.6	07/21/2020

UPDATING THE SWITCH UP™ DEVICE

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

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

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

UPDATER: Windows Version [Download](#)
Mac Version [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.
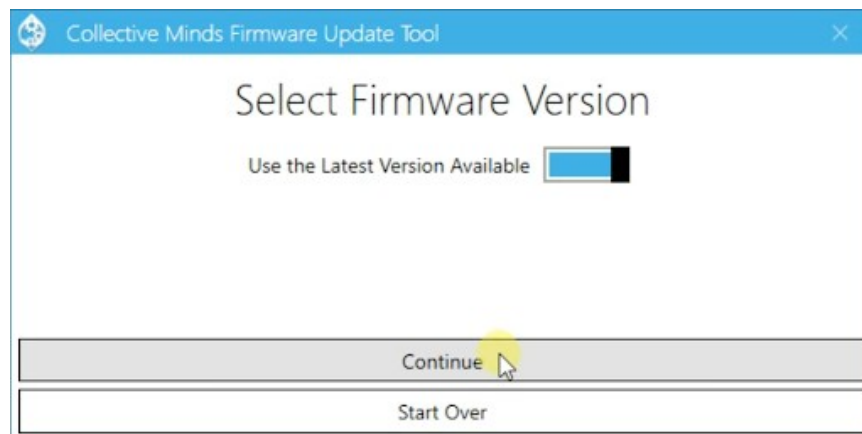
STEP 4: Your Switch Up™ is now ready to be updated. Click on Begin Update to start the process.
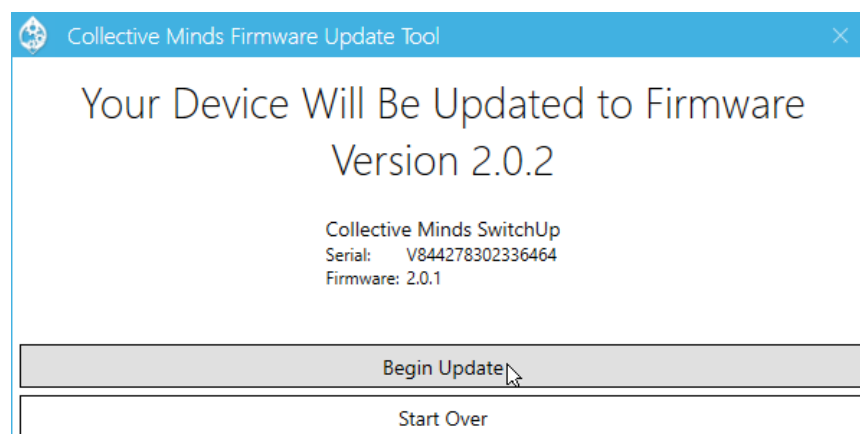
(This <u>DOES NOT</u> represent the version number you will be updating to.
Also, <u>DO NOT</u> select "2.0.3-rc.5+tournamentstick")

STEP 5: The Switch Up™ device will now begin receiving the latest update. <u>DO NOT</u> remove your switch device while the update is in progress.
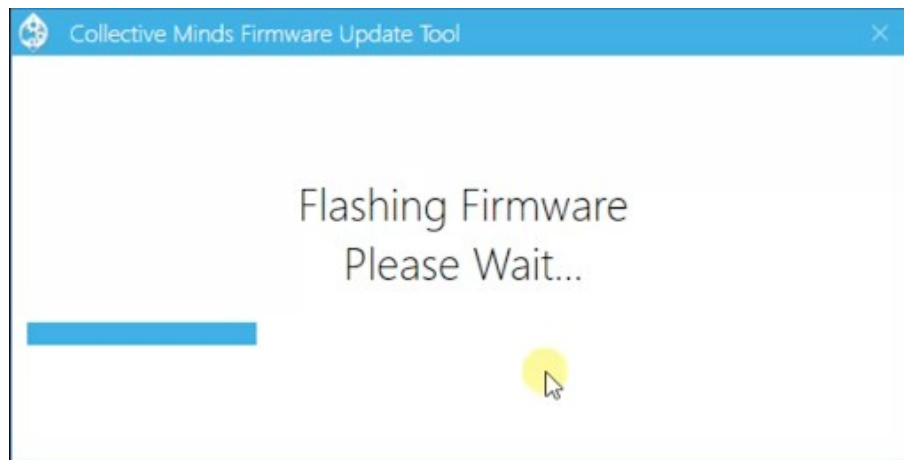
STEP 6: When you see "Update Completed" you can safely remove your Switch Up™ device from your computer and begin enjoying it.

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).

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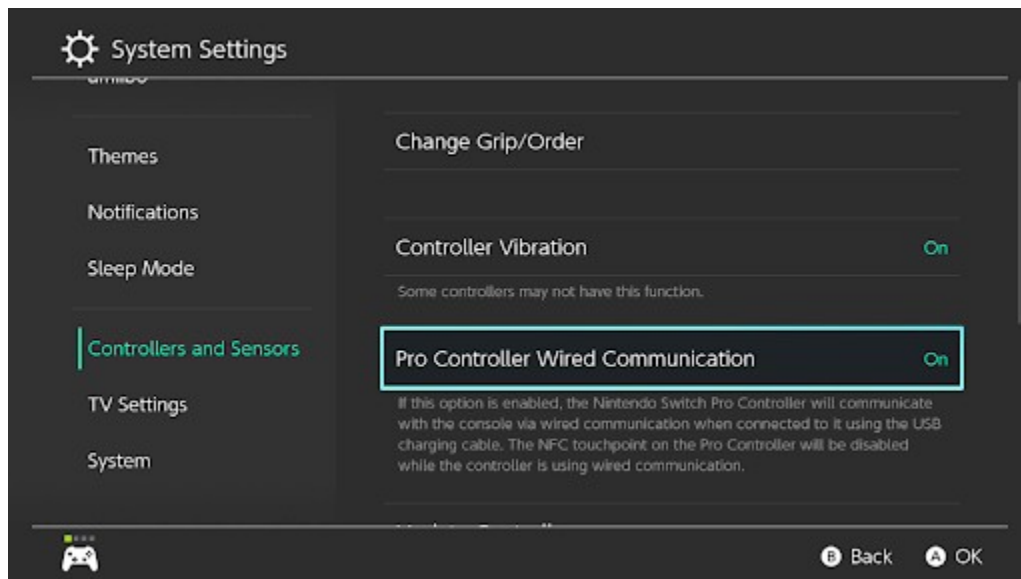
Not doing so will result in either an "Error Code 2011-0301" or improper controls and a lack of rumble. In the latest Switch Up™ firmware version, the Switch Up™ device will display **PURPLE LEDS** if no controller is plugged in; if you proceed to connect a controller it will provide a further warning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

Bluetooth Pairing
Button

Mode
Selector

Player
Indicator
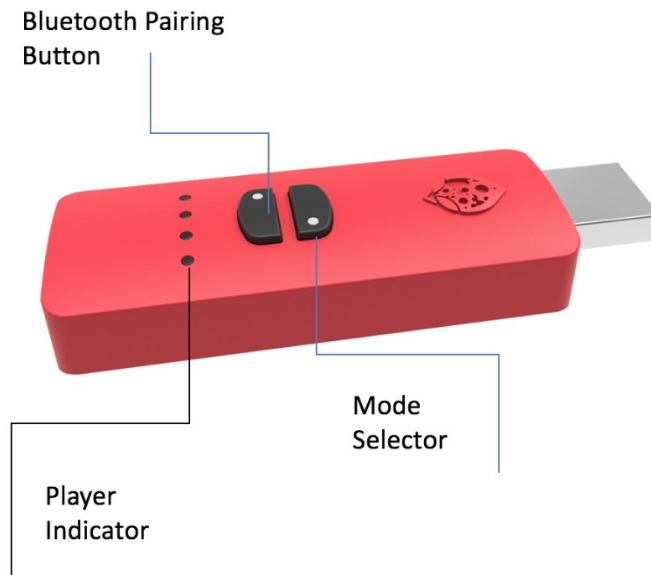
Your controller must be connected/paired to the Switch Up™ BEFORE cycling through modes.

PRESS & RELEASE the **MODE SELECTOR** to cycle through the **5 MODES**:

Standard Mode (White LEDS) for any game.
Pokémon™ (Yellow & Teal LEDS) for Pokémon™ Sword and Shield.
Animal Crossing™ (Green & Blue LEDS) for Animal Crossing™: New Horizons.
Fortnite™ (Teal & Purple LEDS) for Fortnite™ Battle Royale.
Zelda™ Mode (Green LEDS) for The Legend of Zelda™: Breath of the Wild.
Mario™ Mode (Red LEDS) for Super Mario™ Odyssey.

CONTROLLER SUPPORT

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

3rd party controllers, however, are UNSUPPORTED.

The Switch™ console will see any controller that you connect to the Switch Up™ device, as a Switch™ Pro Controller. For this reason, the game that you are playing needs to have support for the Switch™ Pro Controller in order for you to play it with the Switch Up™ device.

With a PlayStation 4™ controller, the TOUCHPAD will be used as the CAPTURE button for the Switch™ console.

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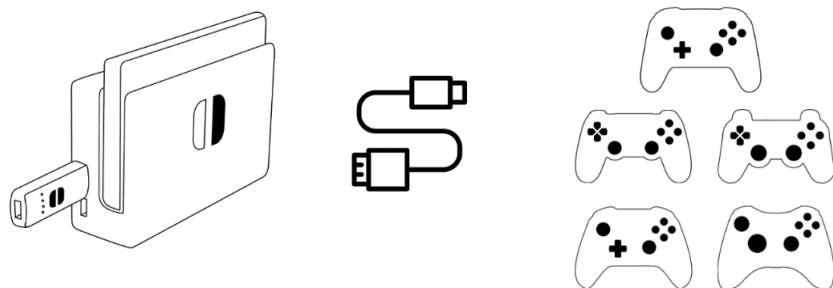
WIRELESS CONTROL: To use a wireless controller with your Switch Up™, you will have to first pair your wireless controller with the Switch Up™. Each wireless controller has a simple wireless pairing method as follows.
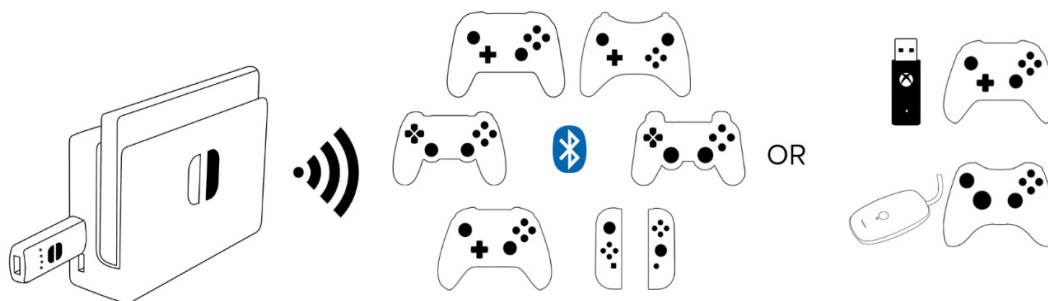
CONTROLLER CONVERSION TABLE

SW	WII	XB1	360	PS4	PS4
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
LS	LS	LS	LS	L3	L3
RS	RS	RS	RS	R3	R3
−	−	⊟	BACK	SHARE	SELECT
+	+	≡	START	OPTIONS	START
HOME	HOME	HOME	GUIDE	PS	PS

RESET BUTTON MAPPING

If they have been altered, 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.
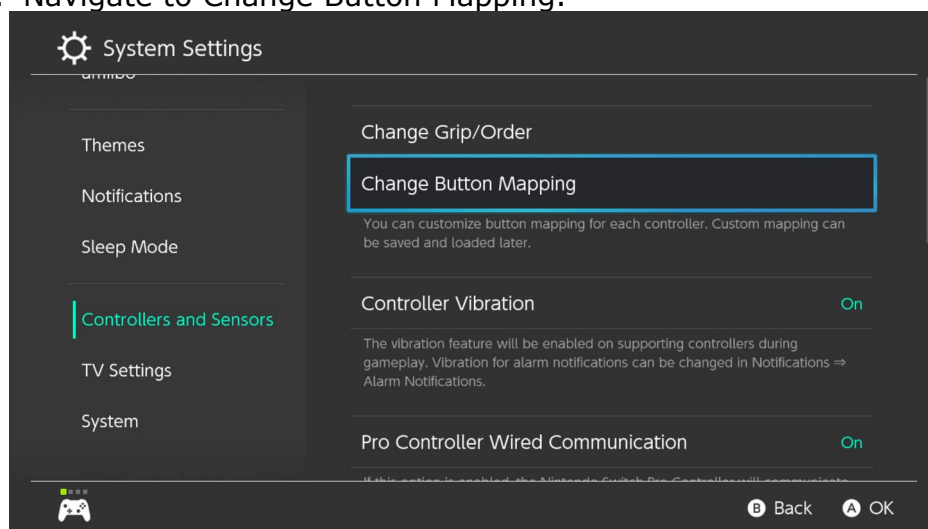
3. Select the Switch Up™ controller (it will show up as "Pro Controller"), select **Reset**, press OK and confirm. Reset and Save Mapping should be greyed out before you leave.
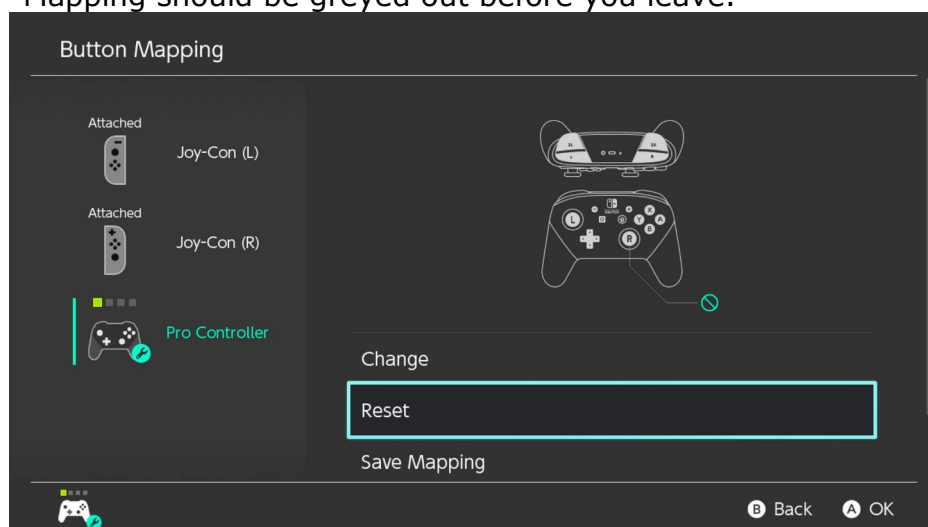
PAIRING A PS4™ CONTROLLER (BLUETOOTH)

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:

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

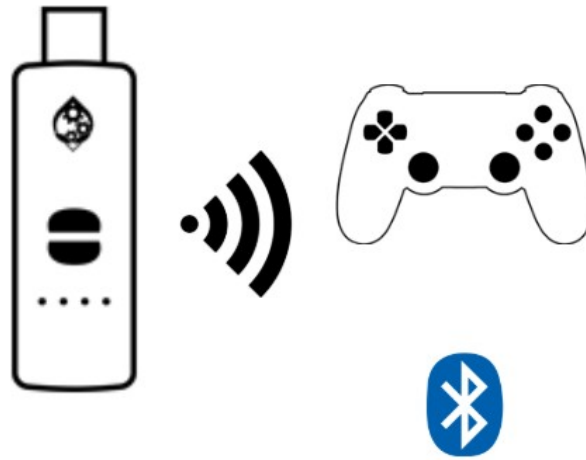2.   Ensure that your wireless PlayStation 4™ controller is off.

3.   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.

4.   Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show Bluetooth pairing has begun.

5.   Within a few seconds the LED will be WHITE indicating that pairing is complete.

6.   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: With a PlayStation 4™ controller, the TOUCHPAD will be used as the CAPTURE button for the Switch™ console.
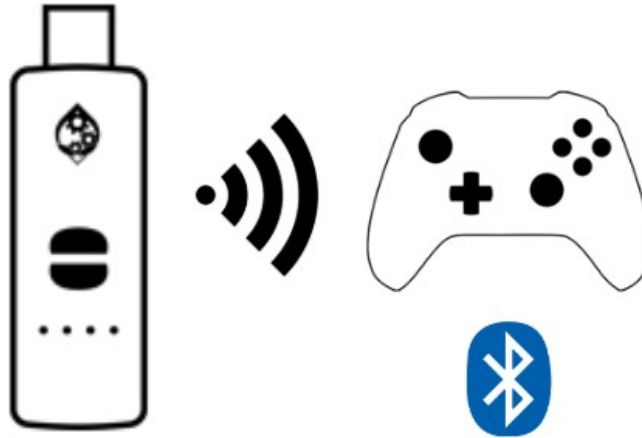
PAIRING A PS3™ CONTROLLER (BLUETOOTH)
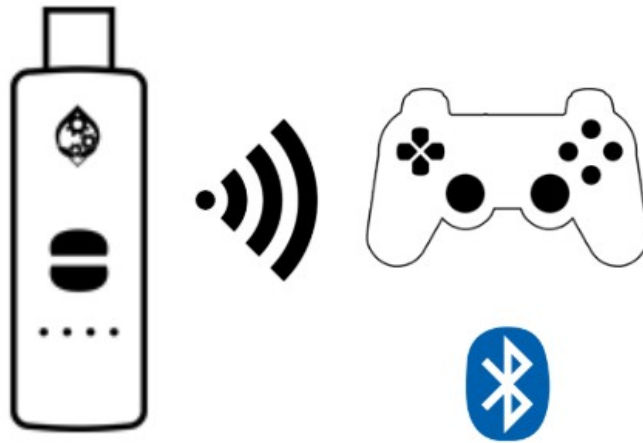
PlayStation 3™ Wireless Controller Pairing - Connect the PlayStation 3™ controller via a wired connection first. Then remove the wired connection and your PlayStation 3™ controller will automatically pair with the Switch Up™ device. Step by step instructions below:

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 Player LED indicators will begin to flash.

4.	After a few seconds only one Player LED indicator will light up.

5.	You are now connected to the Switch Up™ device and ready to use your PlayStation 3™ controller wirelessly.

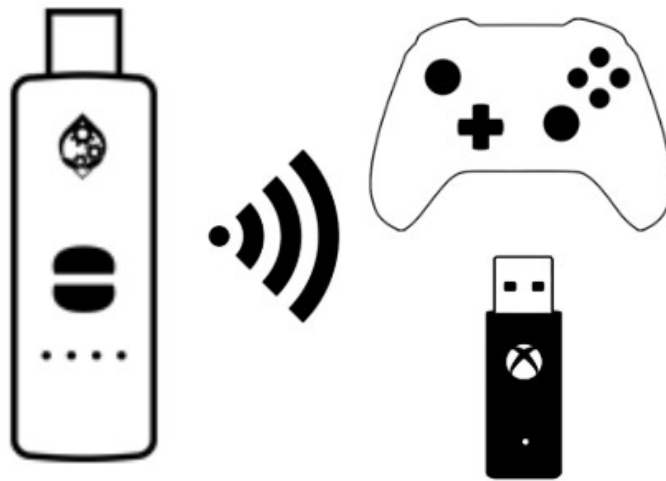# PAIRING AN XBOX ONE™ CONTROLLER (BLUETOOTH)

Xbox One™ Wireless <u>Bluetooth</u> Controller Pairing - Simply put your Xbox One™ 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.   Turn on your Xbox One™ Wireless Bluetooth Controller.

3.   Press the SYNC button on your controller.

4.   Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show Bluetooth pairing has begun.

5.   Within 30 seconds the LED will be WHITE on the Switch Up™ device and the Xbox One™ Wireless Bluetooth Controller will vibrate indicating that pairing is complete.

6.   You are now connected to the Switch Up™ device and ready to use your Xbox One™ Bluetooth Controller wirelessly.

7.   If your controller is <u>NOT</u> connected, remove the batteries then re-insert them, then repeat the process above.

PAIRING AN XBOX ONE™ CONTROLLER (ADAPTER)

Xbox One™ Wireless Controller With <u>Adapter</u> Pairing

To connect a **non-**Bluetooth Xbox One™ or Xbox One™ Elite Controller Series 1, you must use an Xbox One™ Wireless Adapter (sold separately). 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 One™ Wireless Adapter with the Switch Up™ you will need to do step 1a.

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

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

3.   Now remove the wired connection, and your Xbox One™ controller HOME button will begin to flash.

4.   Insert the Xbox One™ Wireless Adapter.

5.   Within a few seconds the Xbox One™ Wireless Adapter LED will go WHITE and your Xbox One™ Wireless Controller 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 One™ controller wirelessly.

PAIRING AN XBOX 360™ CONTROLLER (ADAPTER)

Xbox 360™ Wireless Controller With <u>Adapter</u>

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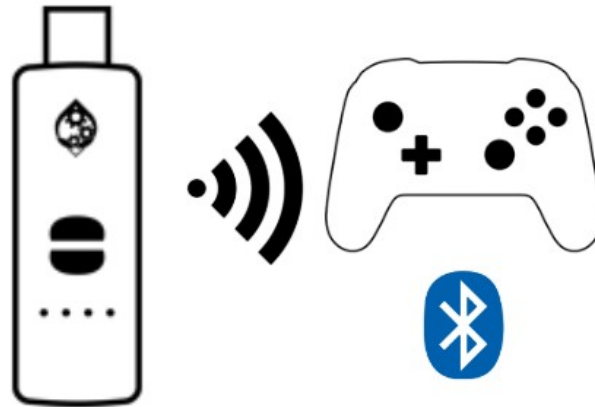
Switch™ Pro Wireless Controller Pairing - Simply put your Switch™ Pro Controller into sync mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

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.
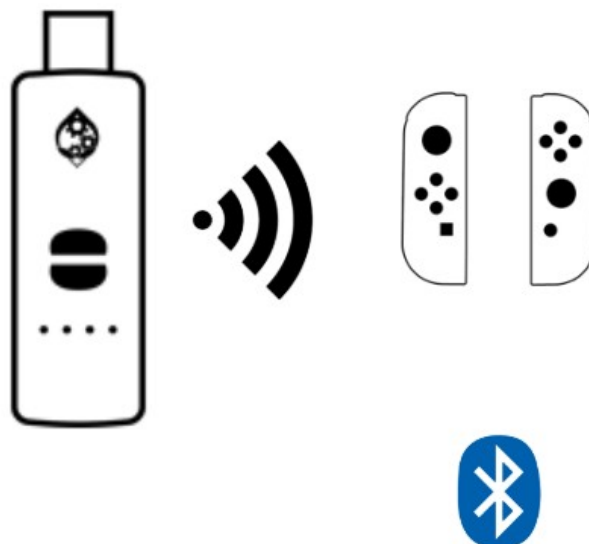
PAIRING A WII U™ PRO CONTROLLER (BLUETOOTH)
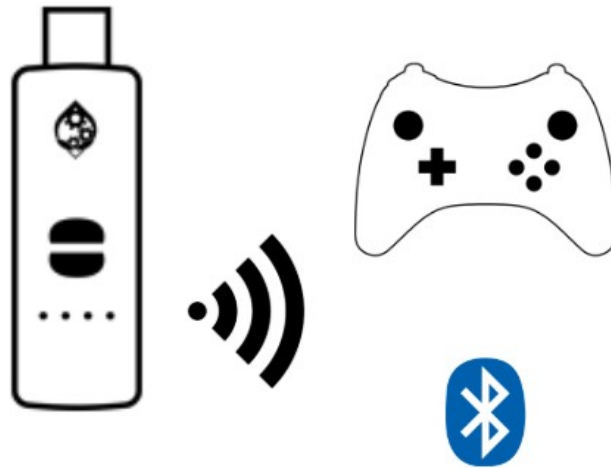
Wii U™ Pro Wireless Controller Pairing - Simply put your Wii U™ Pro Controller into sync mode and press the Bluetooth Sync button on your Switch Up™ device. Step by step instructions below:

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

2.   Ensure your wireless Wii U™ Pro Controller is off.

3.   Place your Wii U™ Pro Controller into Bluetooth pairing mode by pressing the SYNC button at the back for a few seconds.

4.   The player indicators at the bottom of the Wii U™ 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 Wii U™ Pro Controller will light up one player indicator LED.

8.   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:

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

2.   Ensure that both Joy-Con™ controllers are off.

3.   Place your LEFT Joy-Con™ controller into Bluetooth pairing mode by pressing the SYNC button until the player LED's on it begin to cycle.

4.   Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show Bluetooth pairing has begun.

5.   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.

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

7.   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.

8.   Now press the Bluetooth pairing button on the Switch Up™ device. The LED will flash BLUE to show Bluetooth pairing has begun.

9.	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.

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

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

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

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 <u>MUST</u> have a wired connection to the Switch Up™. This can provide you with a huge advantage in games such as Super Smash Bros™ and Fortnite™ as you have up to 4 PADDLES to play with.

STEP 1: Connect the Xbox™ Elite Series 1 Controller via a USB cable with a wired connection 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 <u>MUST</u> 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 One™ Wireless Adapter. It will retain your current PADDLE map, both wired and wirelessly, in Standard, Mario™, Zelda™, Fortnite™ and Pokémon™ Mode. **NOTE**: The Xbox™ Elite Series 2 Controller has <u>limited support</u>. You will <u>ONLY</u> be able to map the paddles using the official Xbox™ app.

STRIKEPACK™ PADDLE 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 for your Switch™ games. Make sure that both the SWITCH UP™ and STRIKEPACK™ are updated to the latest firmware.

PADDLE MAPPING is the same as it is on the STRIKEPACK™. HOLD the SELECTION BUTTON above the PADDLE and press the desired button on the controller.

Also keep in mind that while the Switch Up™ will pass the MODS through to the Switch™, this is an unintended side effect; STRIKEPACK™ MODS are designed for their originally intended console, they are UNSUPPORTED on Switch™ and unlikely to work correctly.

CONTROLLER HEADSET SUPPORT

Please update your Switch Up™ firmware to make this **BONUS** feature available while playing wired. The Switch Up™ device allows for headset support (microphone and audio) additionally through the Xbox One™ and PlayStation 4™ controller's audio port, for your convenience. 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, such as with Fortnite™.

Please note, this feature does not work while playing wirelessly.

OPTIONAL BUTTON SWAP

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 such as Fortnite™ 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 back menu button being geographically the East face button.

SWITCH™ / WII U™ CONTROLLER BUTTON SWAP:
To swap to:

- (A) = (B) , (B) = (A)
- (X) = (Y) , (Y) = (X)
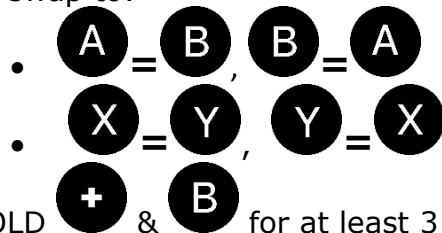
HOLD (+) & (B) for at least 3 SECONDS. Repeat this process to swap back to DEFAULT controls.

XBOX™ CONTROLLER BUTTON SWAP: To swap to:

- (A) = (A) , (B) = (B)
- (X) = (X) , (Y) = (Y)

HOLD MENU & (A) 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:
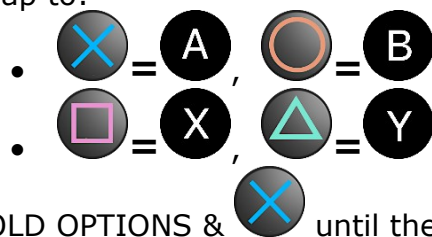
- (X) = (A) , (O) = (B)
- (□) = (X) , (△) = (Y)

HOLD OPTIONS & (X) 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.

POKÉMON™ MODE OVERVIEW

The SWITCH UP™ **POKÉMON™ MODE** includes MODS and generators that make tedious tasks in Pokémon™ Sword and Shield a breeze.

It is recommended to stay in Local Communication Mode to ensure that your internet connection or online players DO NOT interrupt any of the MODS.

POKÉMON™ MODE ACTIVATION

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

Pokémon™ (Yellow & Teal LEDS) for Pokémon™ Sword and Shield.

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 MODS to work.

MENU MODE

You will be using the Menu Mode to activate each of the MODS.

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 MODS. This will be covered in each MOD section.

TAP ⊖ to exit Menu Mode. This will also deactivate any currently active MOD.

You will feel a heavy rumble when activating MODS, and a light rumble when deactivating them.

This manual will repeatedly call out entering Menu Mode for every single MOD. 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 of the MODs may break 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 Pokémon™ 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 MODs wait for loading screens.

STEP 1: Enter <u>MENU MODE</u>. (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 mods need to act differently from language to language. Please select your language for all of the mods to work properly.

Here are a couple of examples of mods 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 <u>MENU MODE</u>. (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:
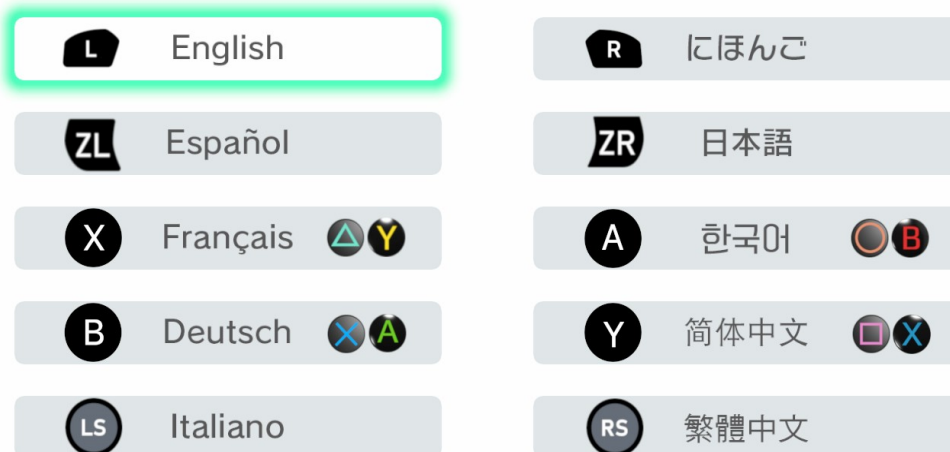
Afterwards your controller will stop rumbling, and you will no longer be in Menu Mode.

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 Pokémon™ Mode.

STEP 1: Enter <u>MENU MODE</u>. (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 POKÉMON™

This MOD allows you to quickly release Pokémon™ one at a time from your Box.

STEP 1: **WARNING: <u>SAVE BEFORE USING THIS MOD</u> 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 Pokémon™".
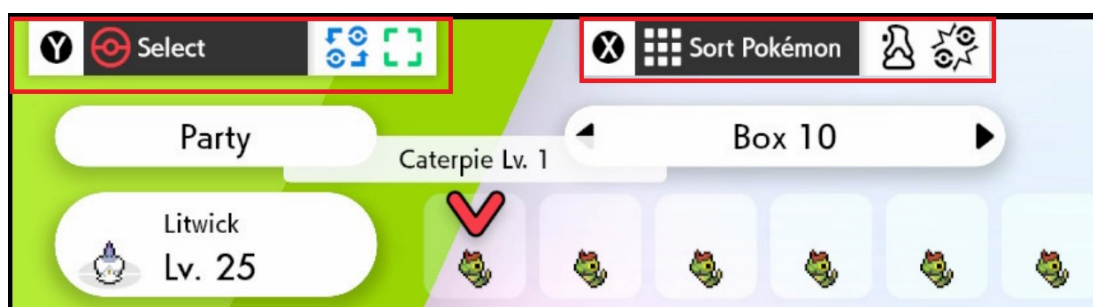
STEP 4: Enter <u>MENU MODE</u>, then TAP . You will feel a heavy rumble and the TEAL LED will begin flashing.

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

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

BOX RELEASE POKÉMON™

This MOD will release entire boxes of Pokémon™.

STEP 1: **WARNING:** <u>DO NOT</u> have any Pokémon™ that you want to keep in the boxes, or they will be released! **SAVE BEFORE USING THIS MOD** 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 Pokémon™".
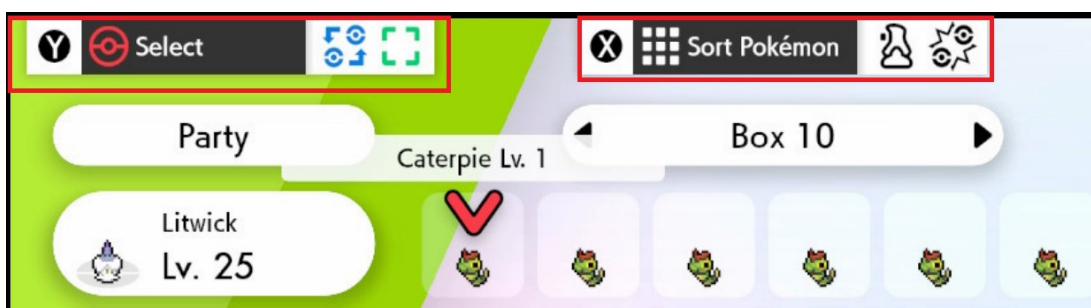
STEP 4: Navigate to a box that is <u>COMPLETELY FULL OF POKÉMON™ (NO EGGS) THAT YOU WANT TO RELEASE</u>.
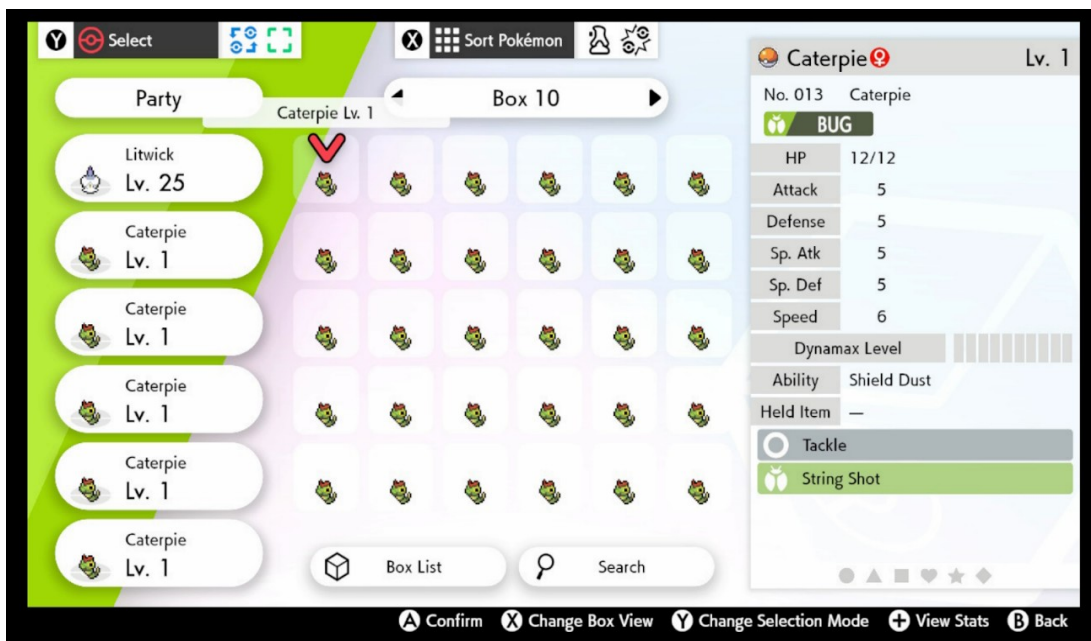
STEP 5: Enter <u>MENU MODE</u>, then TAP   . Your controller will start to rumble and the TEAL LED will begin flashing. **DO NOT turn off or change the input of your TV/Monitor, this will throw off the releasing!**

STEP 6: Navigate through any additional boxes that you want to release using   &   (XB: LB & RB / PS: L1 & R1) (<u>REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL</u>).   **DO NOT** navigate past any boxes that contain Pokémon™ 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 Pokémon™ in those boxes will now be released, and the rumbling will stop. If you decide to change your mind midway through releasing a Pokémon™, move the analog sticks, or press any button and it will stop the MOD. You will feel a light rumble.

SHINY EGG CHAINING

This MOD will chain for eggs for as long as possible, **from the "Bridge Field" Pokémon™ Nursery in the Wild Area**.

This MOD 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.
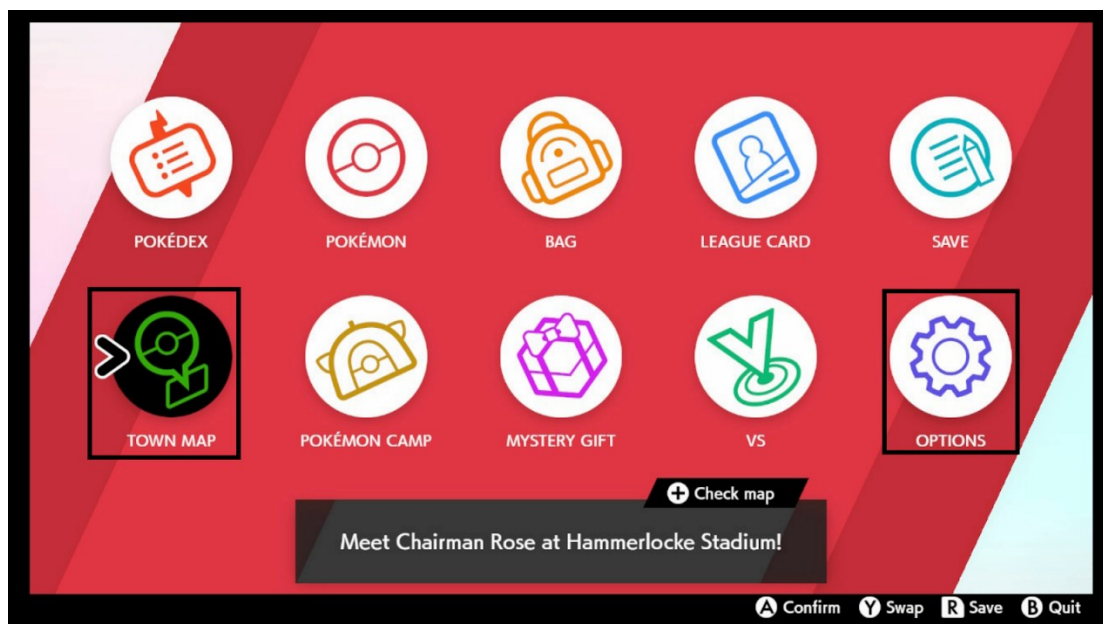
STEP 2: You MUST have unlocked the Rotom Bike.

STEP 3: Take a Flying taxi to "Bridge Field".
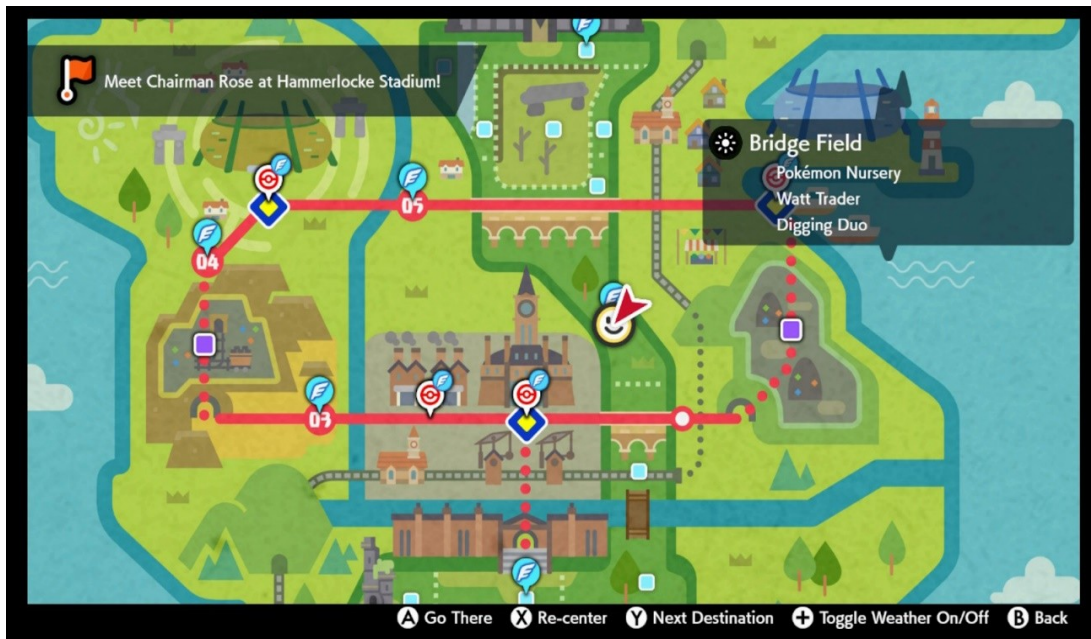
STEP 4: Make sure that you have setup the Pokémon™ Nursery to make Eggs. Both Pokémon™ need to be in the Same Egg Group or use any Pokémon™ and a Ditto. The first Pokémon™ in your party <u>MUST</u> be a Pokémon™, not an Egg.

STEP 5: It is recommended to:
Set the first Pokémon™ 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 Pokémon™ in the Nursery to a local one and the other to a Foreign Pokémon™, 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 mod. Before turning your TV/Monitor back on, stop the mod.

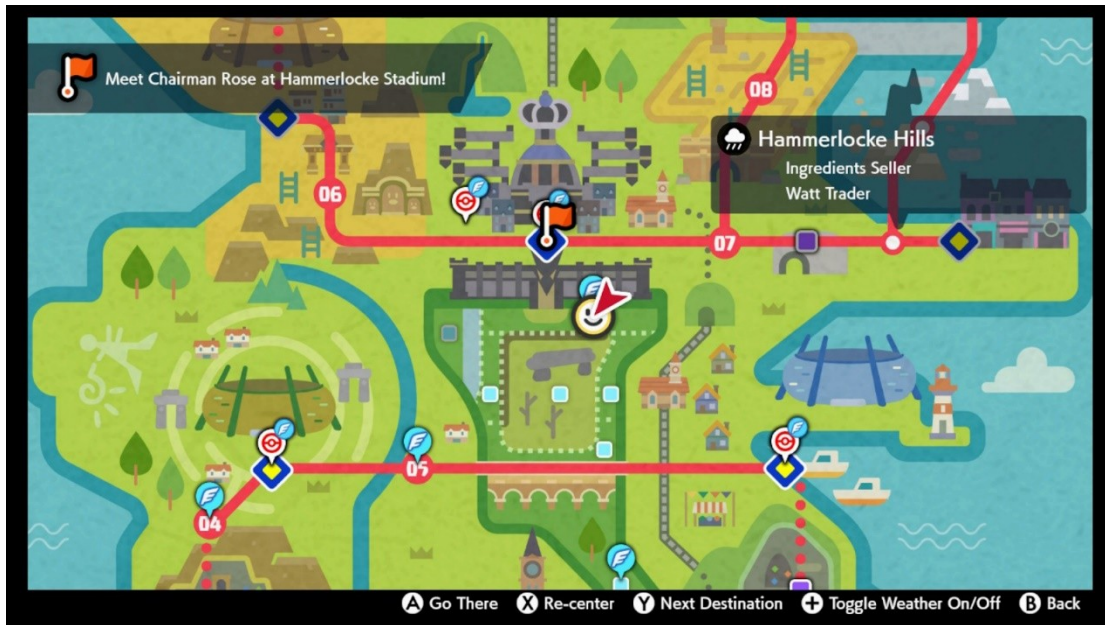**STEP 6**: <u>Make sure that you are **off** your bike</u>. Enter <u>MENU MODE</u>, then TAP . You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD will take over from here.

STEP 7: The amount of time that you Bike in circles to hatch your Eggs can be adjusted to account for Pokémon™ with longer Hatch times. The default time for this is 60 seconds (Minimum: 10s, Maximum: 150s). To adjust this timing, while the MOD 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: PS4:) or TAP (XB: VIEW / PS: SHARE). You will feel a light rumble and the MOD 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 MOD 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 Pokémon™ 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 mod. Before turning your TV/Monitor back on, stop the mod.

STEP 2: Enter <u>MENU MODE</u>, then TAP . You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD 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 MOD will be deactivated.

WATT GENERATOR

This MOD will generate Watts for as long as possible, from the "Hammerlocke Hills" Watt Trader in the Wild Area.

This MOD will automatically change the following in-game Options:

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

NOTE: The Watt Generator may miss balloons from time to time but it will automatically correct itself!

STEP 1: Make sure that the Switch™ System Settings > Controllers and Sensors > Vibration is set to On. Now from the pause screen, ensure that:
"TOWN MAP" is in the Bottom Left.
"OPTIONS" is in the Bottom Right.
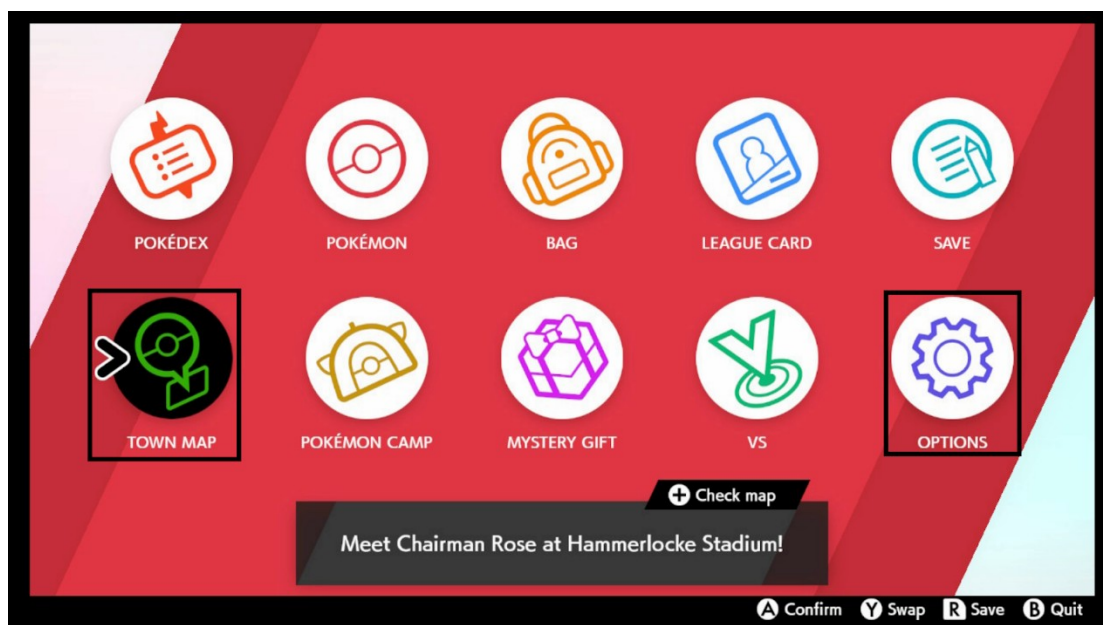
STEP 2: You MUST have unlocked the Rotom Bike.

STEP 3: **DO NOT** have any Eggs in your party.

STEP 4: You MUST have met the Watt Traders in both "Giant's Cap" and "Hammerlocke Hills".

STEP 5: You **MUST** have completed the Hammerlocke Hills -> Giant's Cap Rotom Rally manually at least once with a good time. After doing this you should receive a prize from the Watt Trader.

STEP 6: The Flying Taxi location in "Hammerlocke Hills" MUST be unlocked. To do this you **MUST** beat the first 3 Gym badges.

STEP 7: Take a Flying taxi to "Hammerlocke Hills".

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

STEP 8: Make sure that you are **off** your bike. Enter MENU MODE, then TAP **L** (XB: LB / PS: L1). You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD will take over from here.

WARNING: This activity will rumble your controller. For the safety of your controller, put it somewhere soft where it WILL NOT fall. We are NOT responsible if it gets damaged.

NOTE: To stop the Watt Generator, press back (default: **B** XB: **A** PS4: **X**) or TAP **−** (XB: VIEW / PS: SHARE). You will feel a light rumble and the MOD will be deactivated.

MAX RAID WATT GENERATOR

This MOD 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 MOD will automatically change your in-game Options: Text Speed: Fast. Casual Controls: Off

This MOD 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 MOD.

WARNING: The method used by this MOD could potentially be patched out by the game developers in the future, rendering this MOD 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 <u>DO NOT</u> interact with it.

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

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

NOTE:
- If the MOD 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 MOD will be deactivated.
- Remember to fix your Date and Time settings.

RARE DEN FARMING

This MOD 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 MOD 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.
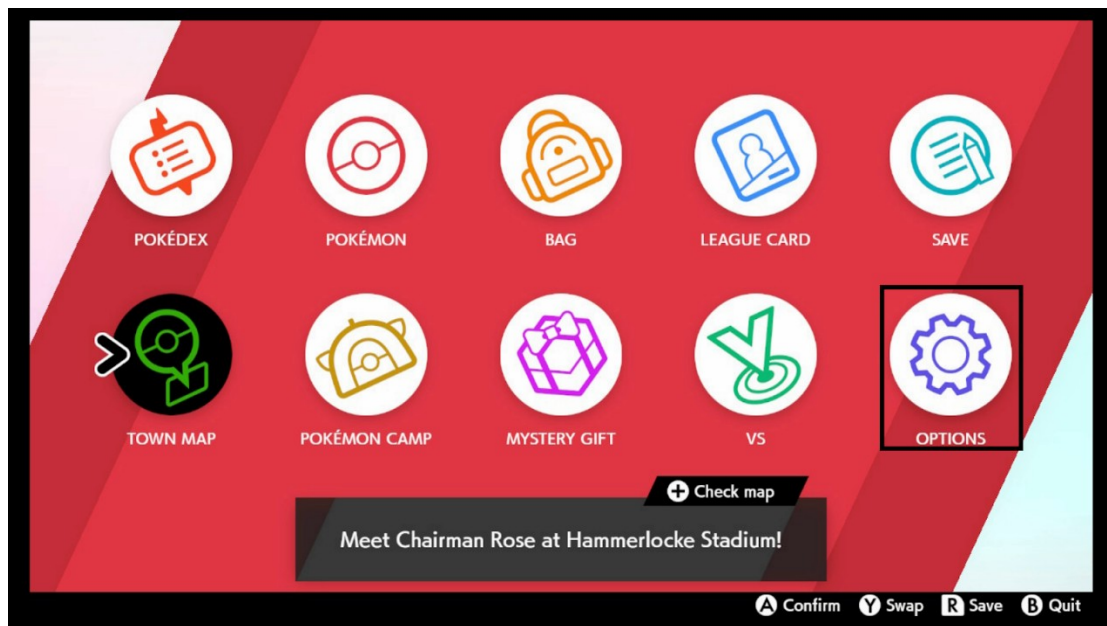
STEP 2: You MUST have Wishing Pieces. If you DO NOT have enough, you can purchase them using Watts from the Watt Traders.

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

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

STEP 5: This MOD 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 **A** or **B** (XB: **B** or **A** / PS: ⭕ or ❌), which will stop the MOD (Light Rumble) or…

…to try again instead, TAP **X** or **Y** (XB: **Y** or **X** / PS: △ or ▢).

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

AUTO CONFIRM

This MOD 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 mod. Before turning your TV/Monitor back on, stop the mod.

STEP 1: Enter <u>MENU MODE</u>, then TAP **ZR** (XB: RT / PS: R2). You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD 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 <u>MENU</u>

<u>MODE</u>, then TAP **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 MOD will be deactivated.

AUTO SPIN

This MOD will make your character spin, easily evolving Milcery into Alcremie.

ACTIVATION: Make sure you are <u>OFF</u> your bike. Enter <u>MENU MODE</u>, then PRESS (LS) to spin Counter Clockwise or PRESS (RS) to spin Clockwise. You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD will take over from here.

To stop spinning, TAP **B** (XB: **A** PS4: **X**) or TAP **–** (XB: VIEW / PS: SHARE). You will feel a light rumble and the MOD will be deactivated.

TIMING: The amount of time that you will spin can be adjusted, and will be reset every time you run this MOD:

TAP (D-pad up) to increase the spin time. You will feel a heavy rumble.

TAP (D-pad down) 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 MOD 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 MOD will automatically change your in-game Options: Text Speed: Fast. Casual Controls: Off
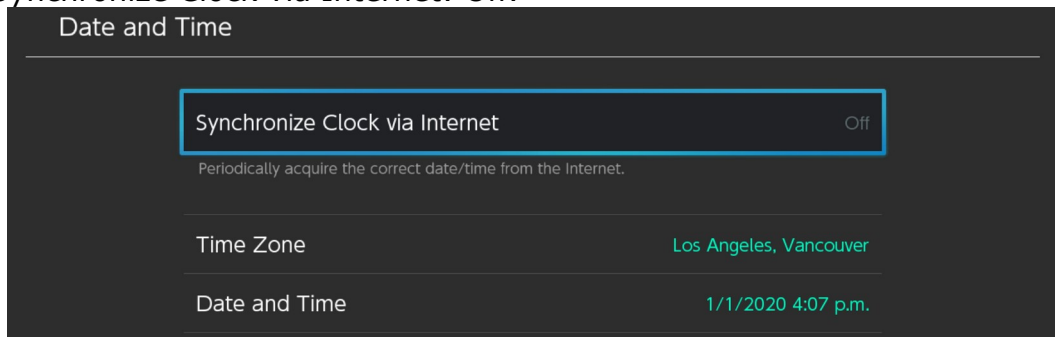
This MOD will repeatedly change your console's date and time setting! You will need to set it back to the accurate setting when you are finished using the MOD.

WARNING: The method used by this MOD could potentially be patched out by the game developers in the future, rendering this MOD 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".

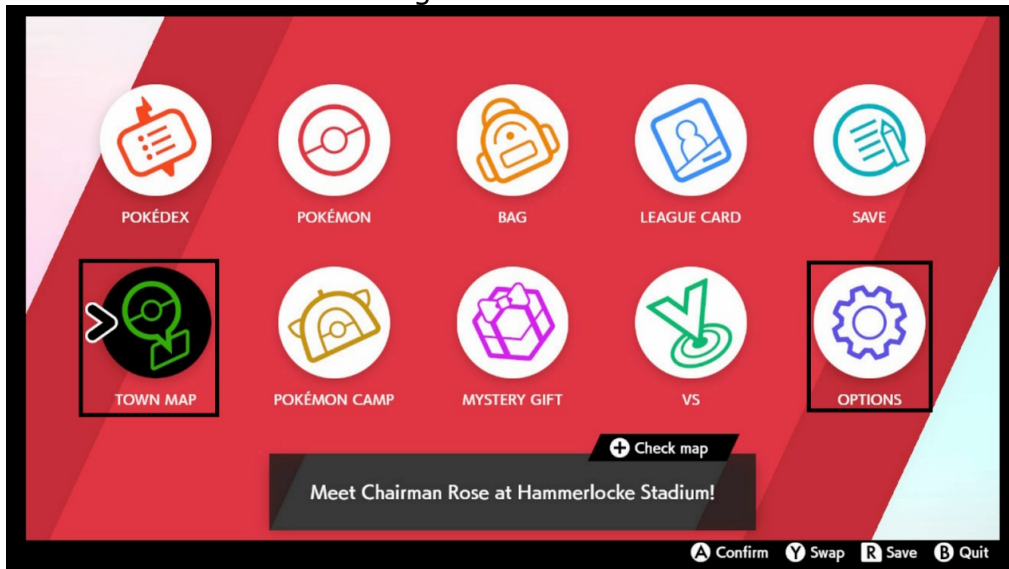**Now go to the "Date and Time" settings and change the following settings:**

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:
"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 mod. Before turning your TV/Monitor back on, stop the mod.

STEP 6: Enter <u>MENU MODE</u>, then TAP **X** (XB: **Y** / PS: **△**). You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD will take over from here. To stop Auto Roto Loto, move the analog sticks, or press any button and it will stop the MOD. 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.
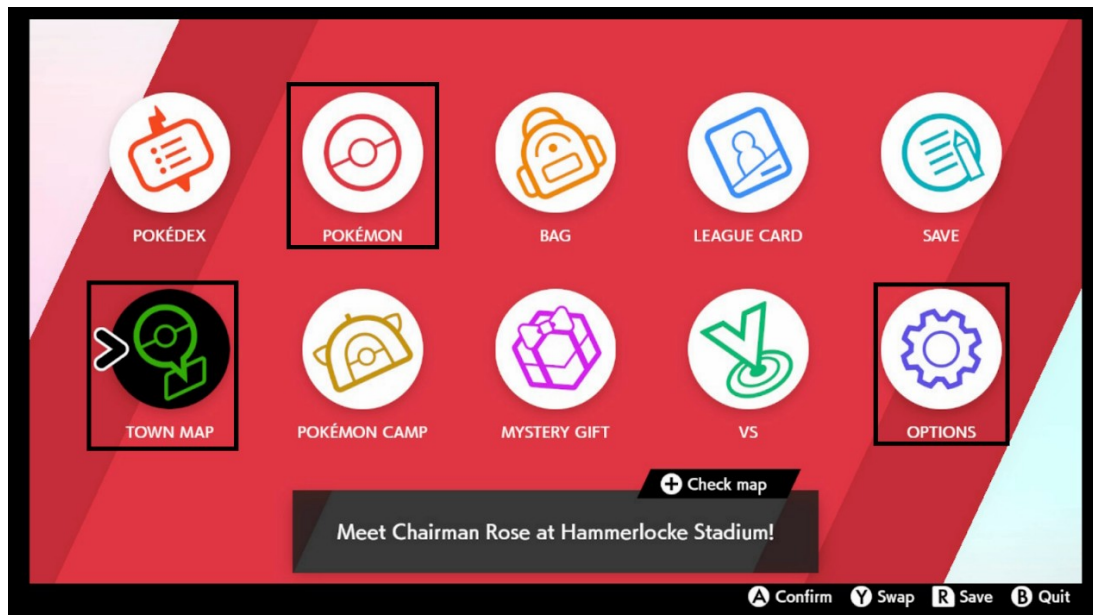
BOX SURPRISE TRADE

This MOD will automatically Surprise Trade entire boxes of Pokémon™. Nintendo™ Online and a stable internet connection is REQUIRED.
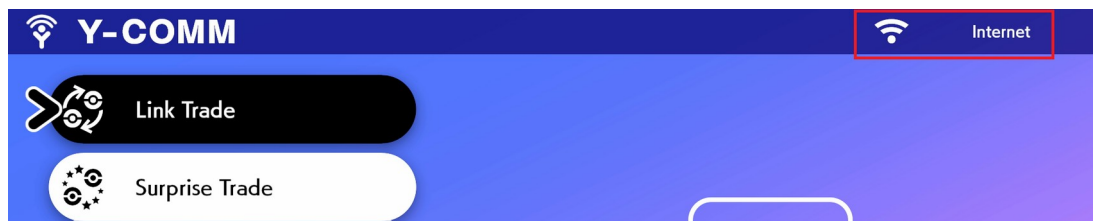
This MOD will automatically change the following in-game Options:

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 Pokémon™ 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 mod. Before turning your TV/Monitor back on, stop the mod.

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 Pokémon™ 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 Pokémon™ 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 MOD. You will feel a light rumble.

EGG FARMING (ADVANCED SHINY CHAINING)

This MOD will continuously receive Eggs from the Route 5 Nursery.

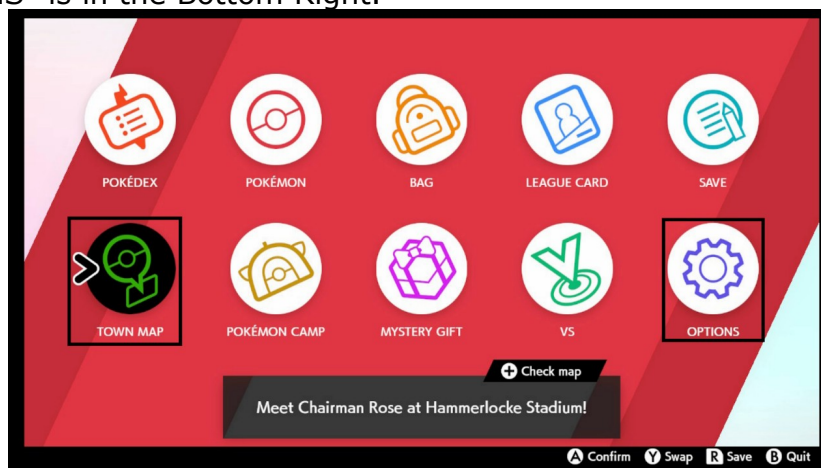**This MOD will automatically change the following in-game Options:**

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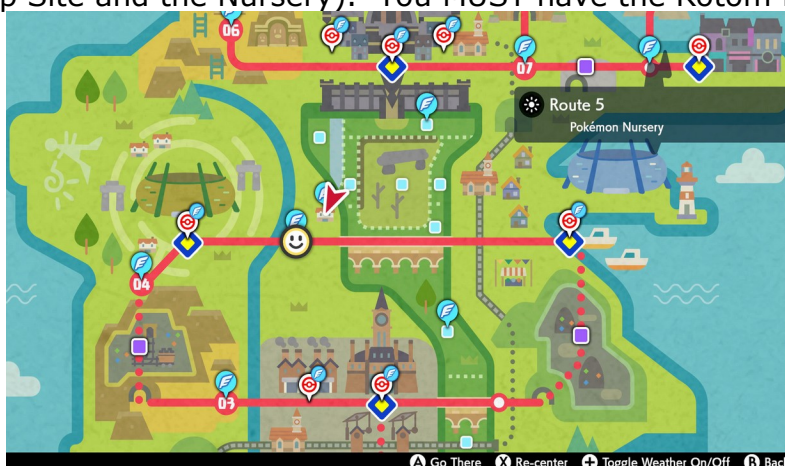**Send to Boxes: Automatic.**
Give Nicknames: Don't give.
Casual Controls: Off.

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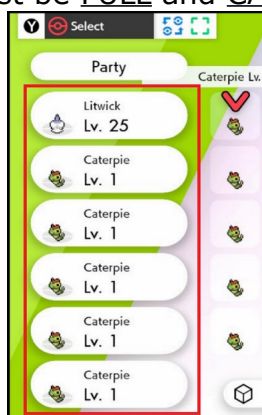"TOWN MAP" is in the Bottom Left.
"OPTIONS" is in the Bottom Right.

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 <u>FULL</u> and <u>CANNOT INCLUDE ANY EGGS</u>.

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

STEP 4: Close out of any menu screens. Enter <u>MENU MODE</u>, then TAP **Y** (XB: **X** / PS: **□**). You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD 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 Pokémon™ in the Nursery should be the same species. See the Shiny egg chaining MOD 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 MOD and then Surprise Trade or Box Release them away.

BOX EGG HATCHING (ADVANCED SHINY CHAINING)

This MOD will hatch boxes of eggs at the Route 5 Nursery.

This MOD will automatically change the following in-game Options:

Text Speed: Fast.
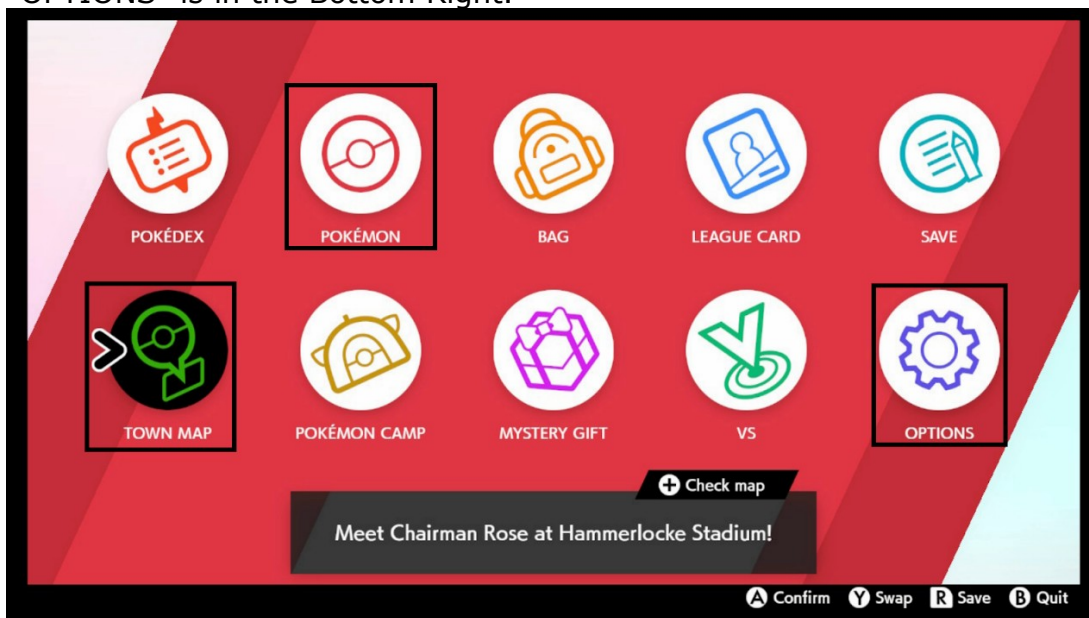**Give Nicknames: Don't give.**
Casual Controls: Off.
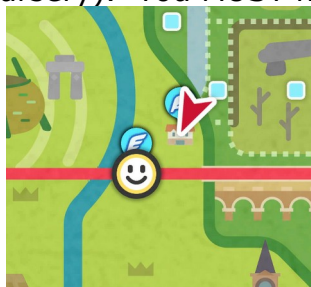
STEP 1: From the pause screen, ensure that:
"POKÉMON" is the second from the Top Left
"TOWN MAP" is in the Bottom Left.
"OPTIONS" is in the Bottom Right.

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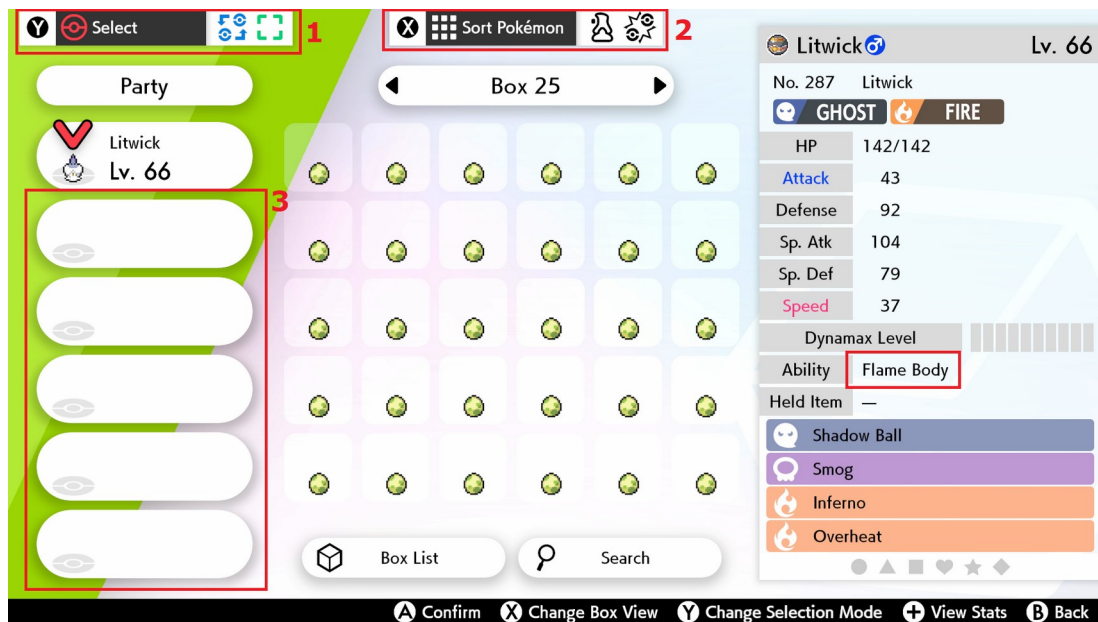
STEP 5: Enter MENU MODE, then TAP **A** (XB: **B** / PS: ◯).
Your controller will start to rumble and the TEAL LED will begin flashing.

STEP 6: Navigate through any additional boxes that you want to
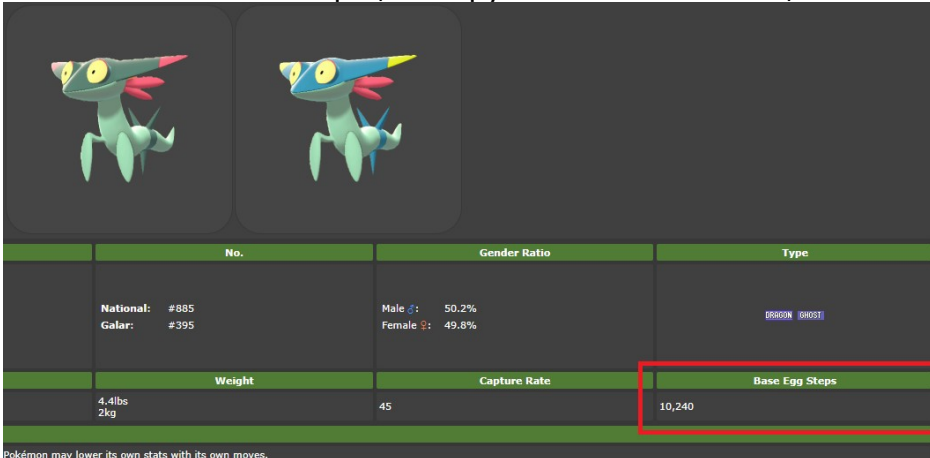
hatch using [L] & [R] (XB: LB & RB / PS: L1 & R1) (<u>REMEMBER THAT EVERY BOX MUST BE COMPLETELY FULL OF EGGS</u>). If you only want to hatch one box, do not tap the bumpers.

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

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 Pokémon, TAP (B) (XB: (A) PS4: (X)) or

TAP (−) (XB: VIEW / PS: SHARE). You will feel a light rumble and the MOD will be deactivated.

TIMING: The amount of time it takes to hatch eggs is different depending on which Pokémon you are hatching. You can find info on every Pokémon on sites like bulbapedia.bulbagarden.net, and 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%	DRAGON GHOST

Weight	Capture Rate	Base Egg Steps
4.4lbs 2kg	45	10,240

Pokémon may lower its own stats with its own moves.

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

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

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

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 MOD and then Surprise Trade or Box Release them away.

APRICORN FARMING

This MOD 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).
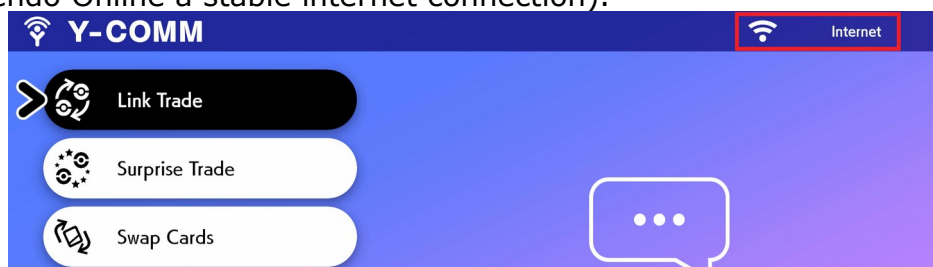
STEP 3: Go to Link Battle and start searching for a single battle.

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.
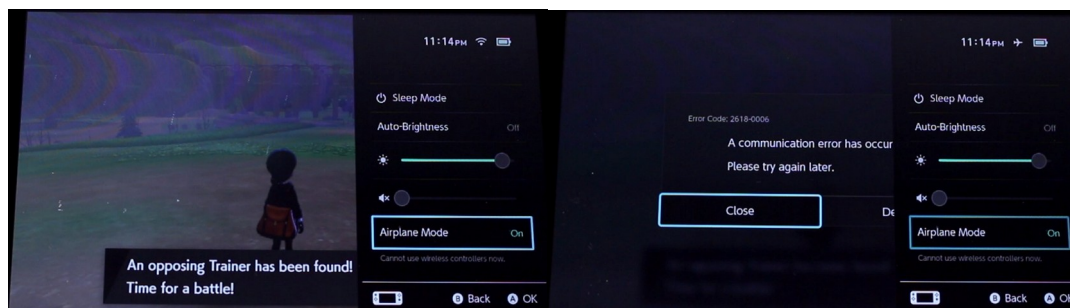

The Y-COMM Skip has now been activated. You can simply change your date and time to date skip instead of using a Raid Den.

Make sure you setup the Switch Up to Pokémon Mode after activating the Y-COMM Skip.
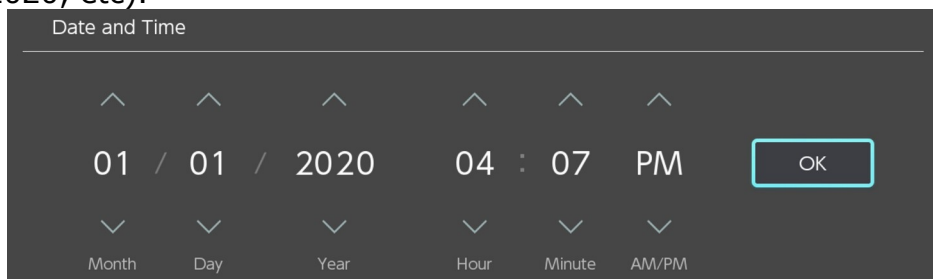
STEP 1: Go to your console's "System Settings", then "System" and set "Region" to "The Americas" or any region that has a date format of "Month / Day / Year".

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

Synchronize Clock via Internet: Off.
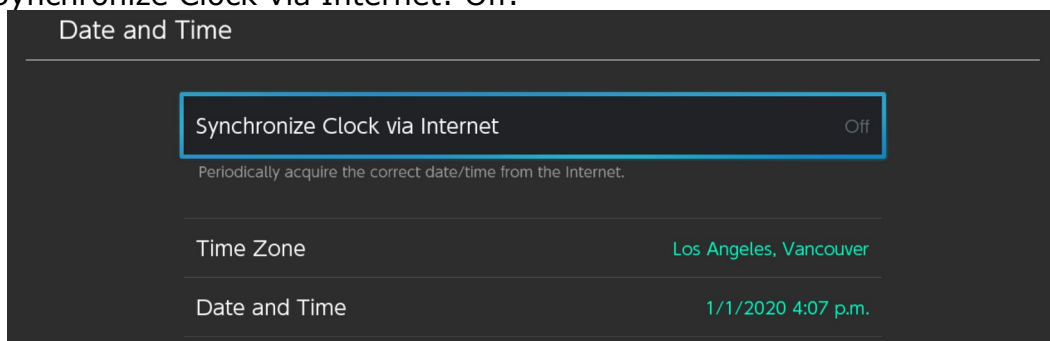
Date and Time to January 1st of next year (If the year is 2019, set Jan 1st 2020, etc).

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 mod. Before turning your TV/Monitor back on, stop the mod.

STEP 4: Enter <u>MENU MODE</u>, then TAP ⊕ (XB: MENU / PS: OPTIONS). You will feel a heavy rumble, the TEAL LED will begin flashing and the MOD 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 MOD will be deactivated.

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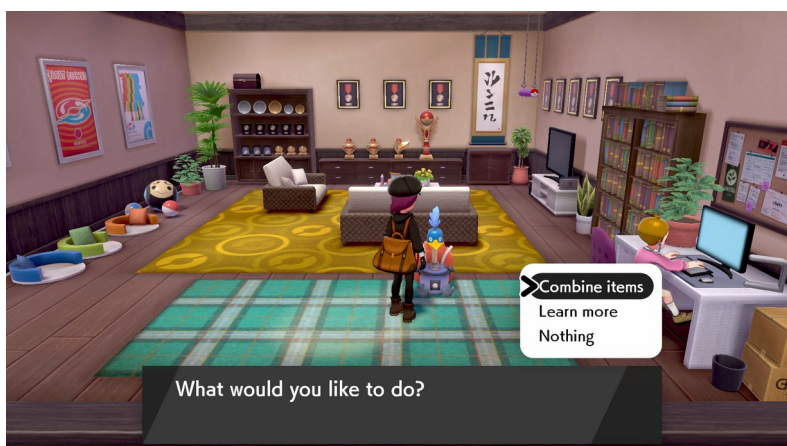

Bleggh

The following are examples of how to use Pokémon™ Mode to perform various actions.

Gigantamax™ Farming

This will show you how to easily farm for Gigantamax Pokémon™, 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 Pokémon™. Use the "Den Farming" MOD to get a Rare Den.
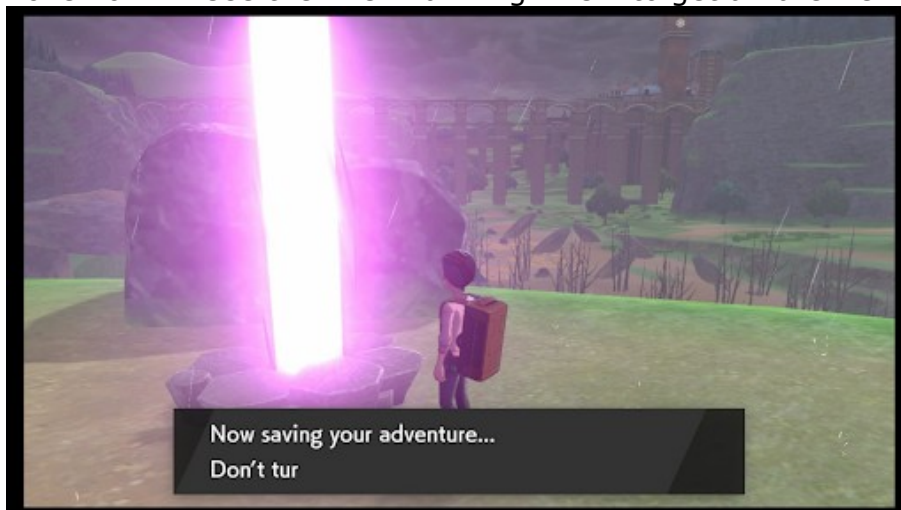
STEP 3: Use the "Max Raid Watt Generator" MOD. Keep a close eye on the sprite of the Pokémon™ that appears every time the Rare Den is reset.

STEP 4: Once a Gigantamax Pokémon™ appears, stop the MOD (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 Pokémon™.

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 Pokémon™, 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 Pokémon™ 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 Pokédex™ or your Boxes to see if you received any shiny Pokémon™. 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 Pokémon™!

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" MODS to get a bunch of extra Pokémon™.

STEP 2: Use the "Box Surprise Trade" MOD to replace all of the extra Pokémon™ from Step 1 with Pokémon™ from other trainers. This will increase the chance of receiving items from the Loto-ID.

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

ANIMAL CROSSING™ MODE OVERVIEW

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

ANIMAL CROSSING™ MODE ACTIVATION

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

ANIMAL CROSSING™ **(Green & 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 MODS.

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 MODS. This will be covered in each MOD section.

TAP ⚫ to exit Menu Mode. This will also deactivate any currently active MOD.

You will feel a heavy rumble when activating MODS, and a light rumble when deactivating them.

This manual will repeatedly call out entering Menu Mode for every MOD. 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 Animal Crossing™ Mode.

STEP 1: Enter <u>MENU MODE</u>. (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.

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EASY FISHING

When the Easy Fishing MOD is active, after you cast your rod, it will automatically catch the fish for you when you get a bite.
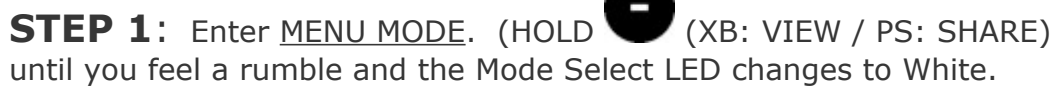
Make sure that your Controller Vibration is ON.
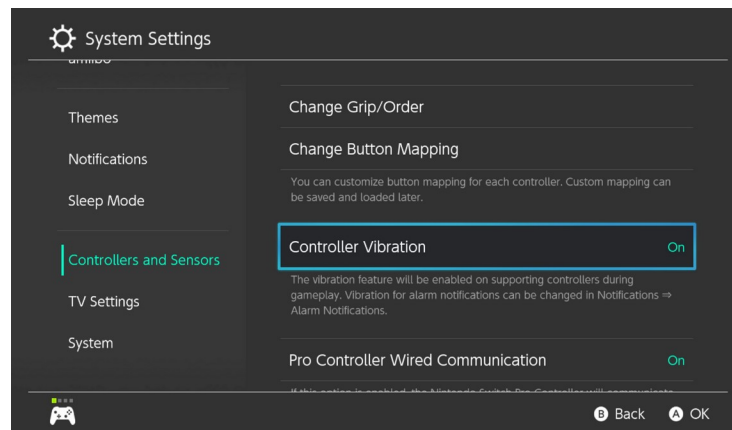
STEP 1: Enter <u>MENU MODE</u>. (HOLD ⊖ (XB: VIEW / PS: SHARE) until you feel a rumble and the Mode Select LED changes to White.

STEP 2: TAP L (XB: LB / PS: L1) to toggle the Easy Fishing MOD. 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 MOD will automatically catch the fish for you!

EASY NET

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

STEP 1: Enter <u>MENU MODE</u>. (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 MOD. You will feel a heavy rumble when activated and a light rumble when deactivated. TAP ⊖ to exit Menu Mode.

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

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

STEP 4: Now whenever you PRESS (LS), the MOD 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 MOD allows you to select one of three options for each face button, to assist with various gameplay actions.

STEP 1: Enter <u>MENU MODE</u>. (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 MODS on any of the four face buttons **A**, **B**, **X** or **Y**. 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.

FORTNITE™ MODE OVERVIEW

The SWITCH UP™ **FORTNITE™ MODE** for Fortnite™: Battle Royale includes essential MODS to level the playing field with a fighting chance against other platforms.

FORTNITE™ MODE ACTIVATION

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

FORTNITE™ **(Teal & Purple LEDS)** for Fortnite™ Battle Royale.

BUTTON LAYOUT

Fortnite™ Mode is compatible with the Builder Pro and Combat Pro button layouts.

If you have your Switch™ keyboard set to English (US) or (UK) language (QWERTY), accessible via the key that resembles the globe, then you can configure Fortnite™ Mode to <u>MATCH</u> an in-game "Custom" button layout.

FOLLOW THE STEPS BELOW:

STEP 1: You will need to remember what actions are bound to which buttons. Go to your in-game Settings -> Controller page and keep track of your button mappings under Custom.

The "Custom" button layout has to be based on "Builder Pro" or "Combat Pro". If you are unsure, we recommend resetting "Custom" to "Builder Pro" or "Combat Pro" and planning out your buttons accordingly.

STEP 2: Go to the Main Lobby screen. Make sure that nothing is open, like the social tab or options menu.

STEP 3: HOLD **–** & **+** TOGETHER for about a SECOND (XB: VIEW & MENU / PS: SHARE & OPTIONS). This will open up a chat window and the MOD will begin to type out instructions. Please wait for it to finish typing.

STEP 4: Follow the prompts on the screen and PRESS the button that each action is bound to. If a prompted button is <u>NOT</u> bound (for example, Edit is unbound by default), PRESS **–** (XB: VIEW / PS: SHARE) to skip over it.

If you made a mistake and need to go back, PRESS **+** (XB: MENU / PS: OPTIONS).

If you wish to quit and cancel the changes, PRESS **–** & **+** TOGETHER (XB: VIEW & MENU / PS: SHARE & OPTIONS).

STEP 5: When all prompts have been answered, the chat will close and you are good to go. This will be saved. If you need to change it, you will have to go through it again.

<div align="center">

BUILD MODE TRACKING

</div>

This feature of Fortnite™ Mode is ALWAYS ACTIVE. It automatically suspends ADS and FIRE MODS to prevent them from adversely interfering with Build Mode and Edit Mode.

When the MODS 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, **<u>ALL MODS</u> will be <u>PERMANENTLY DISABLED</u> 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 ⊕ (XB: MENU / PS: OPTIONS), HOLD

✛ until you feel a light rumble.

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

SELECTOR: WHILE HOLDING ⊕ (XB: MENU / PS: OPTIONS), 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 ⊕ (XB: MENU / PS: OPTIONS), 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 MOD 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 MOD 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 <u>NOT</u> Aiming Down Sights or that you switch to Regular Fire or another MOD; otherwise, the MOD 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 **ZL** (XB: LT / PS: L2) until you feel a rumble indicator.

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

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

OFF: Light Rumble

AIM ASSIST: This MOD 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.

AIM ABUSE: This MOD ONLY works with the in-game "Advanced Options > Legacy Look Controls" set to "ON". It also applies Aim Assist and repeatedly aims in and out to snap to enemy targets, as often as possible. It is possible that this MOD could be patched out or this option could be removed in the future, so please keep that in mind.

ADS MODE

ADS MODE – QUICK REFERENCE
CYCLE MODES:

WHILE HOLDING ✚ (XB: MENU / PS: OPTIONS), HOLD **L** (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 **ZR** (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 **R** (XB: RB / PS: R1) until you feel a rumble indicator. **(ON: Heavy Rumble / OFF: Light Rumble)**.

Hop Shot and Rapid Crouch Fire <u>CANNOT</u> 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 **LS** (XB: LS / PS: L3) until you feel a rumble indicator. **(ON: Heavy Rumble / OFF: Light Rumble)**.

AUTO BUNNY: WHILE <u>FULLY</u> MOVING IN ANY DIRECTION, TAP JUMP ONCE and you will repeatedly jump.

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

ZELDA™ MODE OVERVIEW

The SWITCH UP™ **ZELDA™ MODE** includes MODS that enhance the combat and generators that cut down on the grinding in The Legend of Zelda™: Breath of the Wild.

ZELDA™ MODE ACTIVATION

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

Zelda™ Mode (Green LEDS) for The Legend of Zelda™: Breath of the Wild.

MENU MODE

You will be using the Menu Mode to change some MOD settings.

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

While in Menu Mode:

TAP **L** (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 <u>section</u> for more information.

TAP **R** (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 <u>MATCHING</u> the state of the in-game "Change Jump Button" setting. **If this <u>DOES NOT</u> match your in-game setting, certain MODS 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 MODS**. This is helpful if a MOD is interfering with the in-game menu navigation or another gameplay function.

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

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CHANGE JUMP BUTTON

You <u>MUST MATCH</u> the "Change Jump Button" mode with your in-game "Change Jump Button" setting for the MODS 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 <u>MATCHING</u> the state of the in-game "Change Jump Button" setting. **If this <u>DOES NOT</u> match your in-game setting, certain MODS 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 MOD. This is due to weapon MODS 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 <u>Square</u> 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, <u>Square</u> 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 MOD 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 ᴢʟ (XB: LT / PS: L2) for Heavy Bomb Bow **(ON: 3 Heavy Rumbles / OFF: Light Rumble)**.

WARNING: This MOD drops the bomb to allow you to be able to control when you want to blow it up. If you activate this MOD 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 MOD 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 MOD 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 **ZR** (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 **RS** (XB: RS / PS: R3) **(ON: Heavy Rumble / OFF: Light Rumble)**.

INFINITE SPRINT: This MOD 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 <u>Menu Mode</u> so that the MOD is always active **(Infinite Sprint - Always Active)** but then you will have to HOLD JUMP while paragliding and climbing and toggle OFF the MOD outright for the in-game map. You will also have to use the Auto Horse MOD 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 MODS 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 MOD 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 MOD will automatically toggle itself OFF.

If Link gets knocked off the horse, you MUST manually toggle the MOD OFF.

EASY TAME & SOOTHE

EASY TAME & SOOTHE – QUICK REFERENCE

TOGGLE EASY TAME & SOOTHE:

WHILE LINK IS MOUNTED ON HIS HORSE, WHILE HOLDING ![dpad] , TAP

![L] (XB: LB / PS: L1) **(ON: Heavy Rumble / OFF: Light Rumble)**.

EASY TAME & SOOTHE: This MOD 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 MOD will automatically toggle itself OFF.

WARNING: **If Link gets knocked off the horse**, **you <u>MUST IMMEDIATELY</u> manually toggle the MOD 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 MOD OFF and start again from the beginning. You can avoid this by creating stamina potions beforehand, then as you need to, toggle the MOD OFF, open up the in-game menu, consume the stamina potions, close the menu, then toggle the MOD ON again.

HORSE STAMINA REFRESH

HORSE STAMINA REFRESH – QUICK REFERENCE
TOGGLE HORSE STAMINA REFRESH:

WHILE LINKMOUNTED ON YOUR HORSE, WHILE HOLDING ✛ , TAP

R (XB: RB / PS: R1)   **(ON: Heavy Rumble / OFF: Light Rumble)**.

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

When Link's horse's stamina gauge is low but not depleted, so at 1 or

more, WHILE HOLDING ✛ , TAP **R** (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 MOD is unsuccessful, Link will fall off the horse while riding his shield.

ARROW GENERATOR

This MOD 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 MOD 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 MOD 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 <u>DO NOT</u> 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   .

MARIO™ MODE OVERVIEW

The SWITCH UP™ **MARIO™ MODE** includes MODS that streamline the controls and generators that cut down on the grinding in Super Mario™ Odyssey.

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

MARIO™ MODE ACTIVATION

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

Mario™ Mode (Red LEDS) for Super Mario™ Odyssey.

MENU MODE

You will be using the Menu Mode to change some MOD settings.

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

While in Menu Mode:

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

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

TAP **X** (XB: **Y** / PS: △) **OR** **Y** (XB: **X** / PS: □) to swap your Easy Hatty MOD 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 MODS**. This is helpful if a MOD is interfering with the in-game menu navigation or another gameplay function.

WHILE HOLDING ✚ , **TAP** ⊕ **(XB: MENU / PS: OPTIONS)** to **SUSPEND / RESUME ALL MODS**.
(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 MODS

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

The DEFAULT button to perform this MOD is **L** (XB: LB / PS: L1), but it can be swapped to **R** (XB: RB / PS: R1) in Menu Mode.

EASY HATTY: This MOD 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 MOD is **X** (XB: **Y** / PS: △) but it can be swapped to **Y** (XB: **X** / PS: □) in Menu Mode.

EASY SWIM: This MOD 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 **LS** (XB: LS / PS: L3), PRESS **RS** (XB: RS / RS: R3) **(Heavy Rumble)**.

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

GROUND POUND+: This MOD features a built-in bounce for Mario to reach maximum vertical height.

The DEFAULT button to perform this MOD is **ZL** (XB: LT / PS: L2), but it can be swapped to **ZR** (XB: RT / PS: R2) in Menu Mode.

FROG COIN GENERATOR

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

Watch this video https://youtu.be/pZoBF9CiglM 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 MOD 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, you may have to re-run the Auto Boss Battle MOD multiple times to beat a boss. Also note that **PURPLE TEXT** bosses **REQUIRE 6 HEARTS** to beat.

BOSS	CODE	LOCATION	STARTING POINT
1: Topper	↓ , ↓ , ↓ , ←	Cap Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwer
2: Madame Broode	↓ , ↓ , ↓ , ↑	Cascade Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwer1
3: Harriet	↓ , ↓ , ↓ , →	Sand Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes
4: Knucklotec	↓ , ↓ , ↓ , ↓	Sand Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes1
5: Rango	↓ , ↓ , ← , ←	Lake Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes2
6: Spewart	↓ , ↓ , ← , ↑	Wooded Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes3
7: Torkdrift	↓ , ↓ , ← , →	Wooded Kingdom	https://www.switch-up.ca/auto-boss-battle?lightbox=dataItem-jo7tgwes4
8: Bowser	, , ,	Cloud	https://