

CONTENTS

APEX LEGENDS™ ^[PRO]	2
GAMEPACK OVERVIEW	2
CONTROLLER CONVERSION TABLE	3
GAMEPACK SETUP	4
LEGEND SELECTOR	8
MASTER CONTROLS	9
GLOBAL MODS	10
ANTI-RECOIL MODE	11
PROFILE SWITCH MODE	12
WEAPON PROFILES SETUP	13
WEAPON SELECTOR PRO	14
WEAPON ATTACHMENTS.....	15
ADS ANTI-RECOIL QUICK EDIT	16
CLASS 1 & 4 – PRIMARY & SECONDARY WEAPON	17
CLASS 2 & 5 – PRIMARY & SECONDARY ADS MODS	18
CLASS 3 & 6 – PRIMARY & SECONDARY FIRE MODS.....	20
CLASS 7, 8, 9, 10 – PADDLE MODS	22
BLOCK GAME RUMBLE.....	25
VIDEO PLAYLIST	26

APEX LEGENDS™[PRO]




















CRONUS ZEN™

GAMEPACK OVERVIEW

The Cronus Zen™ Apex Legends™[PRO] Game Pack for the PlayStation® and Xbox® versions of Apex Legends, optimizes your weapons and maximizes your performance on the battlefield!

- **Weapon Profiles** allow different Weapon Optimization, Fire, and ADS MODS to be applied to your Primary and Secondary Weapons.
- **Weapon Selector Pro** allows you to quickly apply optimizations to any newly picked up weapon using the OLED display.
- Switch between your Primary and Secondary Weapon Profiles, either manually or automatically with Weapon Swap.
- Near full in-game Customized button support. MODS such as Aim Assist, Easy Grenade, Ping on Fire, Quick Scope, Rapid Fire, Slide & Go, Strafe Fire, and much more!

CONTROLLER CONVERSION TABLE

PS4	PS3	XB1	360	SW	WII
					
					
					
					
					
					
					
					
L3	L3	LS	LS		
R3	R3	RS	RS		
 SHARE	 SELECT		 BACK		
 OPTIONS	START		START		
	 SELECT		 BACK		
HOME	HOME	HOME	GUIDE	PS	PS

GAMEPACK SETUP

This section covers the initial Game Pack setup that is **REQUIRED** for MODS to function correctly.

Game Pack Setup ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/3Px1WUGw918>

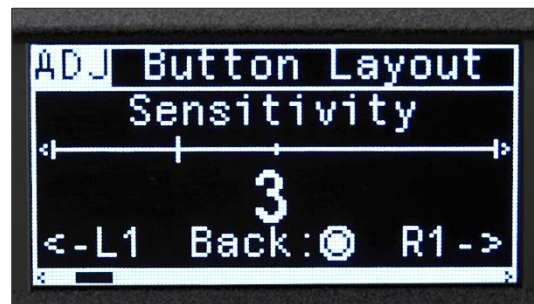


To open the **Game Pack Configuration Menu** on the OLED display, HOLD TOUCHPAD & OPTIONS together on PlayStation® or HOLD VIEW & MENU together on Xbox® until you feel a rumble. This menu provides you with access to **ALL** adjustable settings and MODS.


Navigate between settings using **R1 / RB** and **L1 / LB** and adjust with the **D-PAD**.





Listed options: use **DOWN** and **UP**.



Numeric values: use **RIGHT** and **LEFT**.

Certain settings contain additional related options when you TAP  or .



For example, when you are selected on **Button Layout**, you can enter the **Adjustment Menu** to setup your Stick Layout, Sensitivities, and other related settings. To go back, TAP  or .

BEFORE USING THIS GAMEPACK, you will need to match certain settings with your in-game settings.

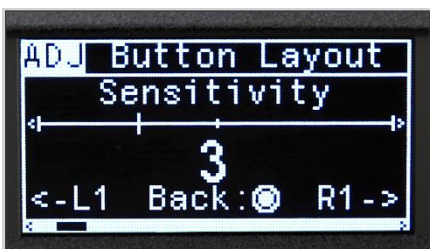
VIBRATION SETTINGS MUST BE ON, both in-game and in your console's menu settings.

FOR YOUR IN-GAME SETTINGS, make sure that your "Response Curve" is set to "Classic", and that your "Look Deadzone" is set to "Small". You can also find recommended in-game settings in the Additional Notes section of [page 7](#).

MATCH YOUR BUTTON LAYOUT to one of the available **Button Layouts** or select **Customized**.



Enter the Button Layout Adjustment Menu and match the following with your in-game settings:



Match your in-game:

- **Stick Layout.**
- **Sensitivity.**
- **Sensitivity (ADS).**



- **Anti-Recoil Mode.** If you have set your in-game Inverted Look to "Inverted", select Inverted ADS Anti-Recoil; otherwise use ADS Anti-Recoil.



If you have selected Customized, match the following in-game buttons:

- Jump
- Crouch
- Interact / Pickup / Reload
- Cycle Weapon / Holster on Hold
- Aim Down Sights on Hold
- Attack
- Tactical Ability
- Ping / Ping Wheel on Hold
- Sprint
- Melee
- Use Health / Shield Kit
- Equip Grenade

NAVIGATE BACK TO BUTTON LAYOUT, AND THEN TO FEATURED LEGEND:







Make sure that you match this setting with the Legend that you are currently playing as.

For an even quicker way to set your current Legend, see the Legend Selector section...



Now that everything has been set up, you can exit the Game Pack Configuration Menu.

TAP  or  until you see the **Save Changes Screen**. While selecting **Save**, TAP  or .

You will see a prompt confirming that your settings have been saved. If you select **Don't Save**, you will not see a confirmation prompt, and your changes will be reverted.

You are now ready to use the Game Pack!

ADDITIONAL NOTES:

- Please **ONLY** use the in-game **Button & Stick Layouts** to ensure proper functioning of MODS. In-game Customized is supported. **DO NOT REMAP** your controls outside of the game with the PlayStation® Custom Button Assignments or Xbox® Accessories App, etc.
- **Touchpad / View** is vital for toggling MODS; we **DO NOT SUPPORT** the remapping of any in-game function to this button other than what is default to the game [the Map (Toggle) button].
- For your in-game settings, you **MUST** use “Response Curve: Classic” and “Look Deadzone: Small”. Altering these settings will cause MODS such as ADS Anti-Recoil and Aim Assist to behave sub-optimally.
 - For the **Aim Assist MOD**, we recommend a Sensitivity (ADS) of 7 or lower.
 - For the **ADS Anti-Recoil MOD**, we recommend a Per Optic ADS Sensitivity of identical values.
- This Game Pack is designed for PlayStation® 4 and Xbox® One. We **CANNOT** guarantee compatibility with **PC** or **any other platforms** as these are **UNSUPPORTED**.
- Paddle MODS require the Xbox® Elite Wireless Controller Series 1 or 2.
 - You **MUST** unmap your Elite paddles in the Xbox® Accessories App or Zen Studio Software.





LEGEND SELECTOR

You can use the Legend Selector with the OLED display to quickly change which Legend the Game Pack should be optimized for while playing.

Legend Selector ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/MjAnCnn-SJY>

STEP 1: WHILE HOLDING TOUCHPAD / VIEW, HOLD R1 / RB until you feel a heavy rumble and the OLED displays a list of **Legends**.





STEP 2: Navigate using the D-PAD and select the Legend that you are currently playing as by TAPPING  or . A light rumble will confirm your selection. If prior to this, you need to back out or cancel, you can TAP  or .

The correct optimizations are now loaded for your *current* Legend. This addresses certain quirks that each Legend has, and it assists in keeping MODS such as Weapon Swap in sync. You will need to use the Legend Selector each time you switch to using another Legend.

MASTER CONTROLS

MASTER QUICK CONTROL suspends **THE ENTIRE PACK**. You should suspend it while accessing in-game menus, your console's store, settings, etc.

- **HOLD TOUCHPAD / VIEW &  or  TOGETHER for ONE SECOND to SUSPEND (Heavy Rumble) / RESUME (Light Rumble).**

GLOBAL MODS

Global Mods contains several smaller MODS, along with the Global Mods Adjustment Menu which contains important settings such as **Anti-Recoil Mode** and **Profile Switch Mode**.



HAIR TRIGGERS register as fully pressed as quickly as possible to improve gameplay reaction time, without affecting MODS.

EASY GRENADE allows you to TAP the EQUIP GRENADE button to automatically select and throw a grenade.

ANTI-RECOIL MODE

This Global Mods Adjustment Menu setting determines which type of optimized ADS Anti-Recoil will be applied using Weapon Profiles / Weapon Selector Pro.



Use **Quick Edit** if you want to be able to easily adjust and fine tune the optimized ADS Anti-Recoil during gameplay.

Use **Inverted** if you have set your in-game Inverted Look setting to "Inverted".

PROFILE SWITCH MODE

This Global Mods Adjustment Menu setting determines Weapon Profile switching.



Profile Switch Mode ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/RG6iPULpUDI>



Manual requires that you manually select the appropriate Primary or Secondary Profile whenever you switch between your Primary and Secondary Weapons.



Weapon Swap automatically switches between your Primary and Secondary Profiles whenever you TAP the button that switches weapons.

- **Weapon Swap will sometimes lose sync**, on the in-game menu, loading screens, and especially on death and respawn.
- **To resync Weapon Swap**, switch to your Primary Weapon, then:
- **WHILE HOLDING TOUCHPAD / VIEW, HOLD**  or  for **Primary Weapon Profile** (Heavy Rumble).

The OLED will display the active Weapon Profile as Primary, Secondary, or Disabled.



The Gearhead Eyes will display the active Weapon Profile as **Green for Primary**, **Red for Secondary**, or **Purple for Disabled**. If Weapon Swap (PS4 Solid Lightbar) is ON, the PS4 Lightbar will also display these colours.

WEAPON PROFILES SETUP

Setup your Primary and Secondary Profiles for your Primary and Secondary Weapons by navigating the Game Pack Configuration Menu.



If available, match the name of your preferred Primary and Secondary Weapons to optimize them. You can change them up later by using Weapon Selector Pro.

You can also choose Primary and Secondary ADS and Fire MODS. These will be covered in more detail later.

You can change the **active** Weapon Profile during gameplay.

WHILE HOLDING TOUCHPAD / VIEW:



HOLD  or  for **Primary Weapon Profile**
(Heavy Rumble).



HOLD  or  for **Secondary Weapon Profile**
(2 Heavy Rumbles).



HOLD  or  to **Disable Profile MODS**
(Light Rumble).

- As shown above, the OLED will display your active Weapon Profile.
- The Gearhead Eyes will display the active Weapon Profile as **Green for Primary**, **Red for Secondary**, or **Purple for Disabled**. If Weapon Swap (PS4 Solid Lightbar) is ON, the PS4 Lightbar will also display these colours.

WEAPON SELECTOR PRO

You can use Weapon Selector Pro with the OLED display to quickly change up your optimized weapons during gameplay.





Weapon Selector Pro ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/eLCxFOluycc>

STEP 1: Set your current weapon to its **default in-game fire rate**. Hop Ups are **UNSUPPORTED**, etc.

STEP 2: Weapon Selector Pro will update your **active Weapon Profile**. See the previous page and make sure that you are selected on the correct profile for your current Primary or Secondary Weapon.

STEP 3: **WHILE HOLDING TOUCHPAD / VIEW, HOLD R2 / RT** until you feel a heavy rumble and the OLED displays a list of **Weapon Categories**.



STEP 4: Navigate using the D-PAD and select the appropriate category, and then your current weapon by TAPPING  or . A light rumble will confirm your selection. If prior to this, you need to back out or cancel, you can TAP  or .

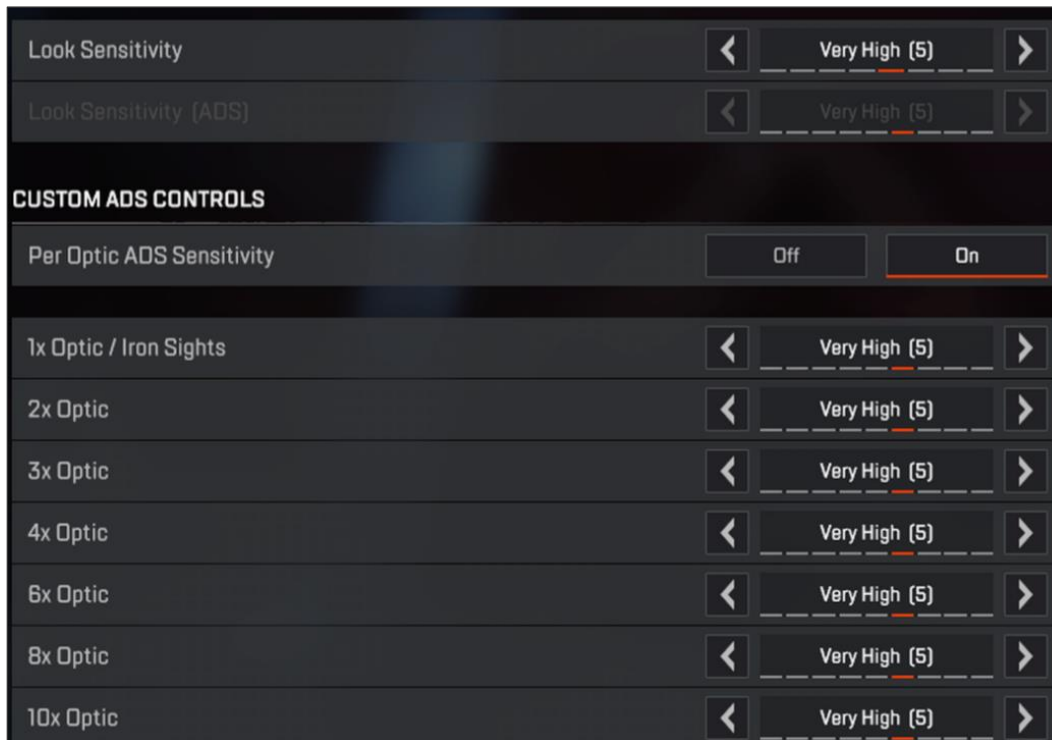
Your **active Weapon Profile** is now updated to optimize this weapon. Among various optimizations, whenever you are Aiming Down Sights and firing together, your weapon may also have Anti-Recoil applied. If for some reason, this Anti-Recoil seems consistently inaccurate, see the next page...

WEAPON ATTACHMENTS

Weapon Profiles / Weapon Selector Pro optimize for the base weapon.

Some attachments can reduce the accuracy of the recoil reduction.

- **UNSUPPORTED ATTACHMENTS** can include scopes, and those that affect fire rate or overly alter the recoil pattern beyond what can be corrected with the Quick Edit adjustable. Try to avoid using attachments of this nature. **Extended mag type attachments are generally supported as the optimizations are designed with them in mind.**
- We also recommend setting your in-game Per Optic ADS Sensitivity to identical values, as well as sticking only to the supported Classic Response Curve and Small Deadzone.






ADS ANTI-RECOIL QUICK EDIT

ADS Anti-Recoil Quick Edit can help to compensate for weapon attachments or other factors if they are **consistently** affecting the recoil reduction, i.e. causing your weapon's recoil to drift in the same directions every time.

You can increase the strength of the optimized ADS Anti-Recoil to be even more effective while you are aimed on an enemy where other variables such as the in-game aim assist mechanics come into play; however, while firing OFF target, this will cause the MOD to pull too strongly which may affect your accuracy.


STEP 1: Once you have setup your current weapon with Weapon Selector Pro, we recommend entering the tutorial section and aiming at a target dummy where you will get the on enemy aim behavior.

STEP 2: WHILE AIMING DOWN SIGHTS & FIRING, TAP  or . You can now stop firing if you need to save ammo.

STEP 3: If the pattern is pulling **up** too much, **TAP**  **to increase the strength.**

If the pattern is pulling **down** too much, **TAP**  **to decrease the strength.**

Keep adjusting until you achieve an *acceptable* result.

To reset the strength to 100, WHILE AIMING DOWN SIGHTS & HOLDING , PRESS RS / R3.

BE AWARE that any randomized recoil patterns CANNOT be fixed, and analog stick drift can cause issues.

CLASS 1 & 4 – PRIMARY & SECONDARY WEAPON

Choose your preferred Primary and Secondary Weapons that you wish to be optimized. This can be done in the Game Pack Configuration Menu or by using Weapon Selector Pro.

Profile Switch Mode ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/RG6iPULpUDI>



If your weapon is unlisted, choose Regular Fire for fully automatic weapons, or Rapid Fire for semi-automatic weapons.

- **REGULAR FIRE:** OFF. NO WEAPON FIRE MOD. Your weapon will fire exactly as it normally does.
- **RAPID FIRE:** HOLD FIRE to fire your semi-automatic weapon at its maximum speed.
- **OPTIMIZED WEAPONS:** Matching the name of your in-game weapon can apply optimizations such as ADS Anti-Recoil, Regular / Rapid Fire, and more.

CLASS 2 & 5 – PRIMARY & SECONDARY ADS MODS

Select your preferred ADS MODS for use with your Primary and Secondary Weapons. These MODS alter the functionality of your Aim Down Sights button to either improve your accuracy, alert your team to threats, or make you more difficult to hit.



MOD 1 – AIM ASSIST: WHILE AIMING DOWN SIGHTS, this MOD will optimize the in-game assist mechanics to improve your aim. This is a subtle effect that will slightly shake your camera. This MOD works best if your in-game Sensitivity (ADS) is “7” or under.

You can change the **Primary** or **Secondary Aim Assist Mode** and **Aim Assist Strength** from the Game Pack Configuration Menu, in the ADS MODS Adjustment Menu.

- **Aim Assist** is the standard setting. It is the best solution for most players.
- **Aim Assist+** also aims in and out. It may slightly improve the assist for some playstyles, but it will interfere with the scoping in of weapons.



Aim Assist Strength: The default value is 13. The higher the value, the more noticeably the MOD will shake your camera. If you set the value too low, the MOD will have zero impact on the game. Too high and it can become visually distracting.

MOD 2 – CROUCH AIM: WHILE FULLY AIMING DOWN SIGHTS, you will crouch, which tightens your crosshairs and improves the accuracy of your shots. As you RELEASE AIM DOWN SIGHTS, you will stand.

MOD 3 – RAPID CROUCH AIM: WHILE FULLY AIMING DOWN SIGHTS, you will rapidly crouch, making it more difficult for the enemy to get a headshot on you.

MOD 4 – AIM ASSIST & CROUCH AIM: MODS 1, 2.

MOD 5 – AIM ASSIST & RAPID CROUCH AIM: MODS 1, 3.



MOD 6 – QUICK SCOPE ON TAP: QUICKLY TAP & RELEASE AIM DOWN SIGHTS to automatically scope in and fire a precise shot with your sniper rifle. HOLD AIM DOWN SIGHTS to simply scope in, so that you can scout the area without alerting the enemy to your presence.

MOD 7 – QUICK SCOPE ON RELEASE: You will automatically fire a shot upon RELEASING AIM DOWN SIGHTS, allowing you to time a precise scoped shot with your sniper rifle. You can also use any weapon that deals high damage on impact, such as a shotgun.

MOD 8 – PING ON ADS: UPON AIMING DOWN SIGHTS, you will ping your target, object, or location to alert your team.

CLASS 3 & 6 – PRIMARY & SECONDARY FIRE MODS

Select your preferred Fire MODS for use with your Primary and Secondary Weapons. These MODS alter the functionality of your Fire button to either make you more difficult to hit or alert your team to threats.



MOD 1 – PING ON FIRE: UPON FIRING, you will ping your target, object, or location to alert your team.

MOD 2 – HOP SHOT: WHILE FULLY HOLDING FIRE, you will repeatedly jump. Jump out of the way of enemy fire, right after you take your shot.

MOD 3 – STRAFE FIRE: WHILE FULLY HOLDING FIRE, you will quickly strafe side to side to avoid enemy fire.

MOD 4 – CIRCLE STRAFE FIRE: WHILE FULLY HOLDING FIRE, you will quickly strafe in a circular motion, which is helpful against snipers.

MOD 5 – CROUCH FIRE: WHILE FULLY HOLDING FIRE, you will rapidly crouch. As you RELEASE FIRE, you will stand.

MOD 6 – RAPID CROUCH FIRE: WHILE FULLY HOLDING FIRE, you will rapidly crouch, making it more difficult for the enemy to get a headshot on you.

You can change the shared **Fire Mod Activation** setting from the Game Pack Configuration Menu, in the Fire MODS Adjustment Menu.



- **Any Fire** is the standard setting. Firing will activate Fire MODS.
- **ADS Fire** requires you to be Aiming Down Sights while firing to activate Fire MODS.
- **Hip Fire** requires you to be firing while NOT Aiming Down Sights to activate Fire MODS.

CLASS 7, 8, 9, 10 – PADDLE MODS

Paddle MODS require the Xbox® Elite Wireless Controller Series 1 or 2. You **MUST** unmap your Elite paddles in the Xbox® Accessories App or Zen Studio Software.

You can still map your paddles through the Cronus Zen™, using the Game Pack Configuration Menu.

- **CLASS 7** = Upper Left Paddle (**P3**)
- **CLASS 8** = Upper Right Paddle (**P1**)
- **CLASS 9** = Lower Left Paddle (**P4**)
- **CLASS 10** = Lower Right Paddle (**P2**)

Enter the Adjustment Menu for the paddle that you would like to map a button to, and then choose the button that will be mapped to the paddle. Any time a Paddle MOD is suspended, or set to Disabled, you will have access to this mapping feature.

To suspend any enabled Paddle MOD, WHILE HOLDING TOUCHPAD / VIEW, HOLD the PADDLE to SUSPEND (Heavy Rumble) / RESUME (Light Rumble).

MOD 1 – RAPID FIRE: HOLD the PADDLE to fire your semi-automatic weapon at maximum speed.

- Set your fully automatic weapon to its in-game single shot or burst mode to fire it with this PADDLE MOD.

MOD 2 – SLIDE & GO: HOLD the PADDLE to slide. When you RELEASE the PADDLE, you will jump up and go.

MOD 3 – SLIDE & FIRE: HOLD the PADDLE to slide and fire. When you RELEASE the PADDLE, you will jump up and go.

MOD 4 – SLIDE & RELOAD: HOLD the PADDLE to slide and reload. When you RELEASE the PADDLE, you will jump up and go.

MOD 5 – SLIDE 180: TAP the PADDLE to slide and spin roughly 180 degrees.

MOD 6 – TURBO PADDLE: HOLD the PADDLE to turbo any SINGLE button that you have mapped to the PADDLE.

- You can change the mapped button from the Game Pack Configuration Menu, in the Adjustment Menu for the paddle that you are using.

MOD 7 – MOD BLOCKER: HOLD the PADDLE to BLOCK ALL CONTROLLER MODS until you RELEASE the PADDLE.

MOD 8 – EASY GRENADE: TAP the PADDLE to automatically select and throw a grenade.

MOD 9 – BUNNY HOP: HOLD the PADDLE to repeatedly jump, making it difficult for the enemy to aim at you.

MOD 10 – CROUCH AIM: HOLD the PADDLE to Aim Down Sights and crouch, which tightens your crosshairs and improves the accuracy of your shots. When you RELEASE the PADDLE, you will stand.

MOD 11 – RAPID CROUCH: HOLD the PADDLE to rapidly crouch, making it more difficult for the enemy to get a headshot on you.

MOD 12 – STRAFE FIRE: HOLD the PADDLE to fire and quickly strafe side to side to avoid enemy fire.

MOD 13 – CIRCLE STRAFE FIRE: HOLD the PADDLE to fire and strafe in a circular motion, which is helpful against snipers.

MOD 14 – CROUCH FIRE: HOLD the PADDLE to fire and crouch, which tightens your crosshairs and improves the accuracy of your shots. When you RELEASE the PADDLE, you will stand.

MOD 15 – RAPID CROUCH FIRE: HOLD the PADDLE to fire and rapidly crouch, making it more difficult for the enemy to get a headshot on you.

BLOCK GAME RUMBLE

Block Game Rumble is an optional Game Pack Configuration Menu setting that blocks any feeling of controller vibration that is coming from the game itself.

- It is extremely important for the included MODS that all Vibration settings are ALWAYS ON, both in-game and in your console's menu settings.
- Block Game Rumble provides you with a safe alternative to disabling Vibration without affecting the included MODS.



DISABLED: All controller vibrations will passthrough to your controller as normal.

ENABLED: All controller vibrations coming from the game itself will be blocked.

- You will still feel indicator rumbles from the Game Pack when toggling MODS, etc.

VIDEO PLAYLIST

Cronus Zen – Apex Legends [PRO] Playlist

<https://www.youtube.com/playlist?list=PLW21qDBtC-6QSVaw4aoySCCbmZ6V02j2S>

Game Pack Setup ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/3Px1WUGw918>

Legend Selector ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/MjAnCnn-SJY>

Profile Switch Mode ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/RG6iPULpUDI>

Weapon Selector Pro ★ Apex Legends [PRO] ★ Cronus Zen  - <https://youtu.be/eLCxF0luycc>