

CONTENTS

FORTNITE™[PRO]	2
GAMEPACK OVERVIEW	2
CONTROLLER CONVERSION TABLE	3
GAMEPACK SETUP	4
MASTER CONTROLS	9
GLOBAL MODS	10
BUILD MODE TRACKING.....	11
CLASS 1 – WEAPON AI PRO	13
CLASS 2 – AIM ASSIST PRO.....	17
CLASS 3 – SHOT MODE.....	19
CLASS 4 – QUICK SCOPE	20
CLASS 5, 6, 7, 8 – PADDLE MODS	21
BLOCK GAME RUMBLE.....	24
VIDEO PLAYLIST.....	25

FORTNITE™[PRO]



CRONUS ZEN™

GAMEPACK OVERVIEW

Introducing the Cronus Zen™ Fortnite™[PRO] Game Pack for the PlayStation and Xbox versions of Fortnite: Battle Royale!

- **Aim Assist Pro**, the latest MOD to help you to stay on target.
- **Weapon AI Pro**, a fully automated MOD that detects your current weapons as you play and optimizes them for the best performance:
 - **Regular / Rapid Fire** for automatically applying Rapid Fire to weapons that need it.
 - **Smart Fire** for high precision-controlled fire that makes picking off long range targets a breeze.
 - **Dual Fire** for following up a slow firing shotgun blast with a barrage of secondary weapon fire to finish off your target.
 - **Combo Fire** for combining all three MODS into one ultimate MOD!
- Near full in-game Custom Controller Config support for Combat / Builder Pro. MODS such as Auto Bunny / Dolphin Dive, Crouch Aim, Quick Edit Assist, Quick Scope, and much more!

CONTROLLER CONVERSION TABLE

PS4	PS3	XB1	360	SW	WII
					
					
					
					
					
					
					
					
L3	L3	LS	LS		
R3	R3	RS	RS		
 SHARE	N/A	SYNC	N/A		N/A
 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 ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/kLvNW8sP2rA>



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 **Controller Config Custom**, you can enter the **Adjustment Menu** to setup your Custom Controller Configuration.

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.

MATCH YOUR CONTROLLER CONFIG:

Choose between **Builder Pro**, **Combat Pro**, or **Custom** if you are using an in-game Custom Controller Configuration.



If you have selected Custom, enter the Controller Config Adjustment Menu and match the following with your in-game Custom Controller Configuration:



For Combat Controls, match:

- Aim Down Sights
- Attack / Confirm
- Previous Weapon
- Next Weapon
- Reload / Interact
- Crouch
- Switch Mode / Edit
- Switch Mode Settings:
 - If you are instead using just "Switch Mode". You will need to set your "Switch Mode Settings" from "Switch Mode / Edit" to "Switch Mode".
- Edit:
 - If you have bound a dedicated Edit button, match it; otherwise, keep it as Unbound.





For Edit Controls, match:

- Select – Edit Mode
- Confirm – Edit Mode
- Reset – Edit Mode



For Combat, Build, and Edit Controls, match:

- Toggle Pickaxe
- Jump
- Inventory
- Emote / Replay
- Squad Comms

NAVIGATE BACK TO CONTROLLER CONFIG, AND THEN TO BUILD MODE

TRACKING:

Build Mode Tracking ★ Fortnite [PRO] ★ Cronus Zen [E] - <https://youtu.be/9uJ1QXQ1kSo>



For now, we recommend Improved Tracking, or if your in-game “Confirm Edit On Release” setting is “ON”, Improved Tracking (Confirm Edit On Release).



Enter the Build Mode Tracking Adjustment Menu and match your Edit Hold Time.

This ranges from 0.100 - 0.250, or 100 - 250 as it is displayed on the adjustable setting.



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 Controller Configuration** to ensure proper functioning of MODS. In-game Custom Controller Configuration 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 Toggle Map button).
- **We recommend the default value for the in-game Deadzone setting.** Altering this setting can cause MODS such as Aim Assist to behave sub-optimally.
- **This Game Pack is designed for PlayStation® 4 and Xbox® One.** We **CANNOT** guarantee compatibility with **Switch, 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.

- For the Aim Assist MOD, you will need the in-game setting to be either “ON” or “100%”.
- For the Aim Assist Pro on Fire MOD, or Aim Assist Pro Fire Paddle MOD:
 - We recommend more specific in-game settings:
 - Use Advanced Options: **ON**
 - ADS Look Horizontal Speed: **6%**
 - ADS Look Vertical Speed: **6%**
 - Look Input Curve: **Linear**



MASTER CONTROLS

MASTER LOCK locks **THE ENTIRE PACK**. This locks your MODS in place. Other than the Master Quick Control, you WILL NOT be able to enter the Game Pack Configuration Menu or toggle any MODS while Master Lock is active.

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

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

If you are using any Shot Mode or Quick Scope MODS, this control is invaluable when entering vehicles to keep these MODS from interfering with the vehicle controls or switching around your seats.

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



GLOBAL MODS



HAIR TRIGGERS register on XB1 as quickly as possible to improve gameplay reaction time, without affecting MODS (Fortnite™ PS4 has hair-like triggers as is).

AUTO BUNNY / DOLPHIN DIVE causes you to repeatedly perform well timed jumping on land or diving in water, while you are FULLY MOVING in a direction.

- Auto Bunny MUST be activated to use. HOLD  or  until you feel a rumble to toggle the MOD ON (Heavy Rumble), or OFF (Light Rumble). This will cause you to repeatedly jump while FULLY moving in any direction on land.
- Dolphin Dive however, is activated automatically. Simply be sprinting and jump once in water. You will repeatedly dive as you move through the water. The MOD will deactivate once you are back on land.

BUILD MODE TRACKING

Build Mode Tracking is designed to prevent MODS from interfering where they are NOT supposed to. This is a feature that is ON by default, but it includes alternate options to suit different players.

Build Mode Tracking ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/9uJ1QXQ1kSo>



Before going into detail on these options, there are times when Build Mode Tracking can lose sync. This can also happen when respawning or rebooting.

The Gearhead Eyes and PS4 Lightbar will turn white while Build Mode Tracking is disabling your MODS. If they are white while you are in Combat Mode, the tracking has lost sync!

- To avoid this, switch to your pickaxe, the Gearhead Eyes and PS4 Lightbar should revert to their usual colour. If you have died on the in-game menu or map, you may have to TAP  or .

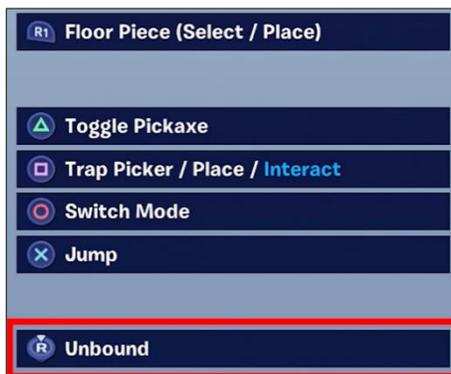
If you build and edit quickly, and want to improve the tracking, you may wish to use “**Switch Mode**”, as opposed to “**Switch Mode / Edit**”, and bind a dedicated **Edit** button as suggested in Game Pack Setup:

Game Pack Setup ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/kLvNW8sP2rA>

Now onto the Build Mode Tracking options:

- We recommend using **Improved Tracking**. If your in-game setting for “**Confirm Edit on Release**” is “**ON**”, you will need to select the appropriate **Confirm Edit on Release** variant of the option that you choose.

- If Improved Tracking interferes with your gameplay, try the **Legacy Tracking** options; however, they may have a higher chance of losing sync.
- With the **Mod Toggle on Build** option, every time you build, edit, or open certain menus, your MODS will be suspended until you switch to your pickaxe.
- And finally, the **Disabled** option is for players that DO NOT get along with Build Mode Tracking.
 - With the Disabled option, Weapon AI Pro must redetect your weapons frequently, to reactivate certain MODS in Combat Mode.
 - If certain MODS are still causing issues, it is best to either disable the MOD or try out different tracking options.



For crouching MODS (Shot Mode MODS) that are rotating your building pieces, under the in-game Build Controls, try unbinding or rebinding the “**Rotate Piece**” button away from the “**Crouch**” button.

As a backup, you can always suspend and resume ALL MODS with the [Master Quick Control](#).

CLASS 1 – WEAPON AI PRO

Weapon AI Pro is the core of the Game Pack, automatically detecting and optimizing your weapons in the background for the best performance.

Weapon AI Pro ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/agul9tgA6w8>

By default, Weapon AI Pro is set to Regular / Rapid Fire detection depending on the weapon. We will cover the other available modes later.



Weapon AI Pro works best when you are carrying a full set of five items.

- Try your best to fill up your inventory with all five items as soon as you can; **otherwise the MOD may have trouble staying in sync with your items.**
- If your inventory is NOT full, or if you have a dual slot item such as the Bandage Bazooka, AVOID using R1 / RB to switch to the first slot.
- Weapon AI Pro typically self corrects but initial detection or redetection does slightly affect fire rate for a moment (Rapid Fire takes a moment to speed up, ADS Smart Fire fires fast for a moment, Dual Fire fires the shotgun twice, etc).
- **HOLDING** the INTERACT button for more than half a second clears ONLY the currently selected slot's detection. Picking up and replacing weapons this way keeps the MOD in sync. This allows you to clear an individual weapon's detection at any time.
- Entering your inventory management will clear all weapon detections, forcing the MOD to redetect and resync each weapon as you next fire it.
- As a failsafe, if a weapon ever fails to Rapid Fire, **QUICKLY DOUBLE TAPPING ATTACK/FIRE** will override the detection and apply Rapid Fire to your current slot.

Now that you understand how **Weapon AI Pro** works, you are ready to try the **other modes**, which you can either select in the Game Pack Configuration Menu, or while out of the menu using the following Quick Shortcuts during gameplay:

WHILE HOLDING TOUCHPAD / VIEW:

- **QUICKLY HOLD R2 / RT** to switch to Regular / Rapid Fire (Light Rumble).
- **QUICKLY HOLD R1 / RB** to switch to ADS Smart Fire (Heavy Rumble).
- **QUICKLY HOLD L1 / LB** to switch to Dual Fire (2 Heavy Rumbles).
- **QUICKLY HOLD L2 / LT** to switch to Combo Fire (3 Heavy Rumbles).



REGULAR / RAPID FIRE: In this mode, HOLD ATTACK/FIRE to fire your fully automatic or semi-automatic weapon at its maximum speed.



ADS SMART FIRE: In this mode, whenever you are stationary... or moving slowly, WHILE AIMING DOWN SIGHTS, HOLD ATTACK/FIRE to automatically control your fire rate.

- This MOD significantly improves your ranged accuracy, more bullets will connect with your target, and this MOD compliments either Aim Assist Pro MOD nicely.
- While moving quickly in any direction, your fire rate will speed up. Do this if an enemy target gets too close.



DUAL FIRE: Shotguns take a long time to fire again. During that time, you can be finishing off your target with a secondary weapon such as an SMG, assault rifle, or pistol.



For this mode, arrange your inventory with the weapons side by side as shown. Your shotgun should be to the left of your second weapon (SMG here).

- Select your shotgun, and then WHILE AIMING DOWN SIGHTS, HOLD ATTACK/FIRE (this is the default Dual Fire Mode).
- This will fire your shotgun, automatically switch to your second weapon, and continuously fire it until you RELEASE ATTACK/FIRE, at which point it will spring back to your shotgun.
- The secondary weapon will be detected automatically, providing you with the best fire rate.
- When you are low on ammo or have nothing to Dual Fire your shotgun with, you may wish to switch back to Regular / Rapid Fire Mode.



DUAL FIRE MODE: You can change the Dual Fire Mode, from the Game Pack Configuration Menu, Weapon AI Pro Adjustment Menu.

If you DO NOT wish to be holding the Aim Down Sight button while using the MOD, set it to **HIP FIRE only**, or **Any FIRE**.



COMBO FIRE: This mode rolls all three Weapon AI Pro modes into one ultimate MOD; for example, pistols will get Rapid Fire, assault rifles will get Smart Fire, and shotguns will get Dual Fire.

- Pay attention to your inventory management and arrange your weapons to get the most out of this mode.
- When you are low on ammo or have nothing to Dual Fire your shotgun with, you may wish to switch back to Regular / Rapid Fire Mode.
- The Dual Fire Mode that was mentioned on the previous page, affects Combo Fire as well.



CLASS 2 – AIM ASSIST PRO

Aim Assist and Aim Assist Pro on Fire will help you to stay on target, whenever you are guiding the Look Stick in the correct direction.

Aim Assist Pro ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/3NgxqFVJTgw>

For best results, follow the recommended in-game settings in Game Pack Setup, Additional Notes section, or watch the video above.



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.



MOD 2 – AIM ASSIST PRO ON FIRE: This MOD is much more noticeable, but it can improve tracking your targets movements while you are firing. This MOD takes more practice to use effectively.

- WHILE AIMING DOWN SIGHTS, regular Aim Assist will be in effect. Once you are aimed at an enemy target, begin firing and following the target with the Look Stick, and Aim Assist Pro on Fire will take effect.
- Aim Assist Pro on Fire's Target Drift will help you to stay on an enemy target that is moving across your screen without constantly needing to hold the Look Stick in the direction that the target is moving.
 - Once your target starts moving in another direction, you will need to move your Look Stick in the new direction that they are moving.
 - If your target starts standing still, you can reset the drifting by quickly letting go of ATTACK/FIRE, and then holding it back down.

If you wish to experiment with different settings... From the Game Pack Configuration Menu, enter the Aim Assist Pro Adjustment Menu and you can adjust all Aim Assist related settings.

The default and recommended values for these settings are:

- Aim Assist Strength to 25.
- Movement Tracking on Fire to 55.
- Target Drift on Fire to 45.



Aim Assist uses Aim Assist Strength: 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.

Aim Assist Pro on Fire uses the other two settings while firing:



Movement Tracking on Fire determines how strongly the camera will shake when you start firing but have yet to begin aiming your camera.



Target Drift on Fire determines how strongly your camera will drift in the last moved direction and shake after making aim movements.

If you are uncomfortable using the new Aim Assist Pro on Fire feature, then you can experiment with setting the Movement Tracking on Fire or Target Drift on Fire settings to 0, or just use the Aim Assist option.

CLASS 3 – SHOT MODE

Shot Mode MODS alter the behavior of the Aim Down Sights or Attack/Fire buttons to either improve your accuracy or make you more difficult to hit.



WARNING: Shot Mode alters buttons that are also used when building, editing, and in vehicles. If crouching MODS are rotating your building pieces, you may need to unbind or rebind the “**Rotate Piece**” button away from the “**Crouch**” button. For vehicles, suspend and resume ALL MODS with the [Master Quick Control](#).

MOD 1 – CROUCH AIM: WHILE AIMING DOWN SIGHTS, you will crouch, which tightens your crosshairs and improves the accuracy of your shots. When you RELEASE AIM DOWN SIGHTS, you will stand.

MOD 2 – HOP SHOT: WHILE FULLY HOLDING ATTACK/FIRE but NOT Aiming Down Sights, you will repeatedly perform well timed jumps. Jump out of the way of enemy fire, right after you take your shot.

MOD 3 – CROUCH AIM & HOP SHOT: MODS 1, 2.

MOD 4 – RAPID CROUCH FIRE: WHILE FULLY HOLDING ATTACK/FIRE, you will rapidly crouch, making it more difficult for the enemy to get a headshot on you.

MOD 5 – 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 6 – RAPID CROUCH AIM & HOP SHOT: MODS 2, 5.

CLASS 4 – QUICK SCOPE

Quick Scope MODS alter the behavior of the Aim Down Sights button to ease the task of quickly scoping in and timing a precise shot with your sniper rifle. You can also use any weapon that deals high damage on impact, such as a pump shotgun.



WARNING: Quick Scope alters a button that is also used when building, editing, and in vehicles. If Quick Scope is causing you to build a wall while building ramps, try Quick Scope on Tap, or one of the Build Mode Tracking options. For vehicles, again try Quick Scope on Tap, or you can always suspend and resume ALL MODS with the [Master Quick Control](#).

MOD 1 – QUICK SCOPE ON RELEASE: You will automatically fire a shot upon **RELEASING** AIM DOWN SIGHTS, allowing you to time a precise shot with your sniper rifle.

MOD 2 – 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.

- For the above reason, Quick Scope on Tap is generally better suited for players that have disabled the Build Mode Tracking feature.

CLASS 5, 6, 7, 8 – 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 5** = Upper Left Paddle (**P3**)
- **CLASS 6** = Upper Right Paddle (**P1**)
- **CLASS 7** = Lower Left Paddle (**P4**)
- **CLASS 8** = 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. Paddle mapping is available whenever a Paddle MOD is suspended or set to Disabled.

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

MOD 1 – BUILD ASSIST: HOLD the PADDLE to enter and stay in the build menu until you RELEASE the PADDLE.

MOD 2 – QUICK EDIT ASSIST: WHILE HOLDING the PADDLE, you can edit your structure. The Select button will be automatically held for you, allowing for swift editing that rivals PC. To confirm the edit, RELEASE the PADDLE.

MOD 3 – AIM ASSIST PRO FIRE: This is a Paddle MOD variant of Aim Assist Pro on Fire. You can find recommended settings in [Game Pack Setup](#), Additional Notes.

- WHILE HOLDING the PADDLE, this MOD will apply Aim Assist Pro and Smart Fire, controlling your fire rate whenever you are stationary... or moving slowly.
- This MOD will assist you in staying aimed on and hitting the target, whenever you are guiding the Look Stick in the correct direction.

MOD 4 – REGULAR FIRE: Your weapon will fire exactly as it normally does.

MOD 5 – RAPID FIRE: HOLD the PADDLE to fire your semi-automatic weapon at maximum speed.

MOD 6 – SMART FIRE: HOLD the PADDLE to automatically control your fire rate for significantly improved ranged accuracy.

- This MOD is most effective when you are stationary, moving slowly, or crouched. It is less effective when you are moving too quickly.

MOD 7 – DUAL FIRE: Shotguns take a long time to fire again. You can be finishing off your target with a secondary weapon such as an SMG, assault rifle, or pistol.

- Arrange your inventory with weapons side by side. Your shotgun should be to the left of your second weapon.
- Select your shotgun, and then HOLD the PADDLE.
- This will fire your shotgun, automatically switch to your second weapon, and continuously fire it until you RELEASE the PADDLE, at which point it will spring back to your shotgun.
- The secondary weapon will be detected automatically, providing you with the best fire rate.

MOD 8 – 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 9 – RAPID CROUCH AIM: HOLD the PADDLE to Aim Down Sights and rapidly crouch, making it more difficult for the enemy to get a headshot on you.

MOD 10 – RAPID CROUCH FIRE: HOLD the PADDLE to fire and rapidly crouch, making it more difficult for the enemy to get a headshot on you.

- In addition, pistols will get Rapid Fire, shotguns will get Dual Fire, etc.

MOD 11 – QUICK SCOPE ON RELEASE: HOLD the PADDLE to scope in and when you are ready, RELEASE the PADDLE to fire your sniper rifle or shotgun for a precise shot.

MOD 12 – QUICK SCOPE ON TAP: TAP the PADDLE to automatically scope in and fire your sniper rifle or shotgun for a precise shot.

MOD 13 – BUNNY HOP: HOLD the PADDLE to repeatedly perform well timed jumps, making it difficult for the enemy to aim at 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 – Fortnite [PRO] Playlist -

<https://www.youtube.com/playlist?list=PLW21qDBtC-6REWYgUH4IrlBv1xR7qVSiD>

Game Pack Setup ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/kLvNW8sP2rA>

Build Mode Tracking ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/9uJ1QXQ1kSo>

Weapon AI Pro ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/agul9tgA6w8>

Aim Assist Pro ★ Fortnite [PRO] ★ Cronus Zen  - <https://youtu.be/3NgxqFVJTgw>