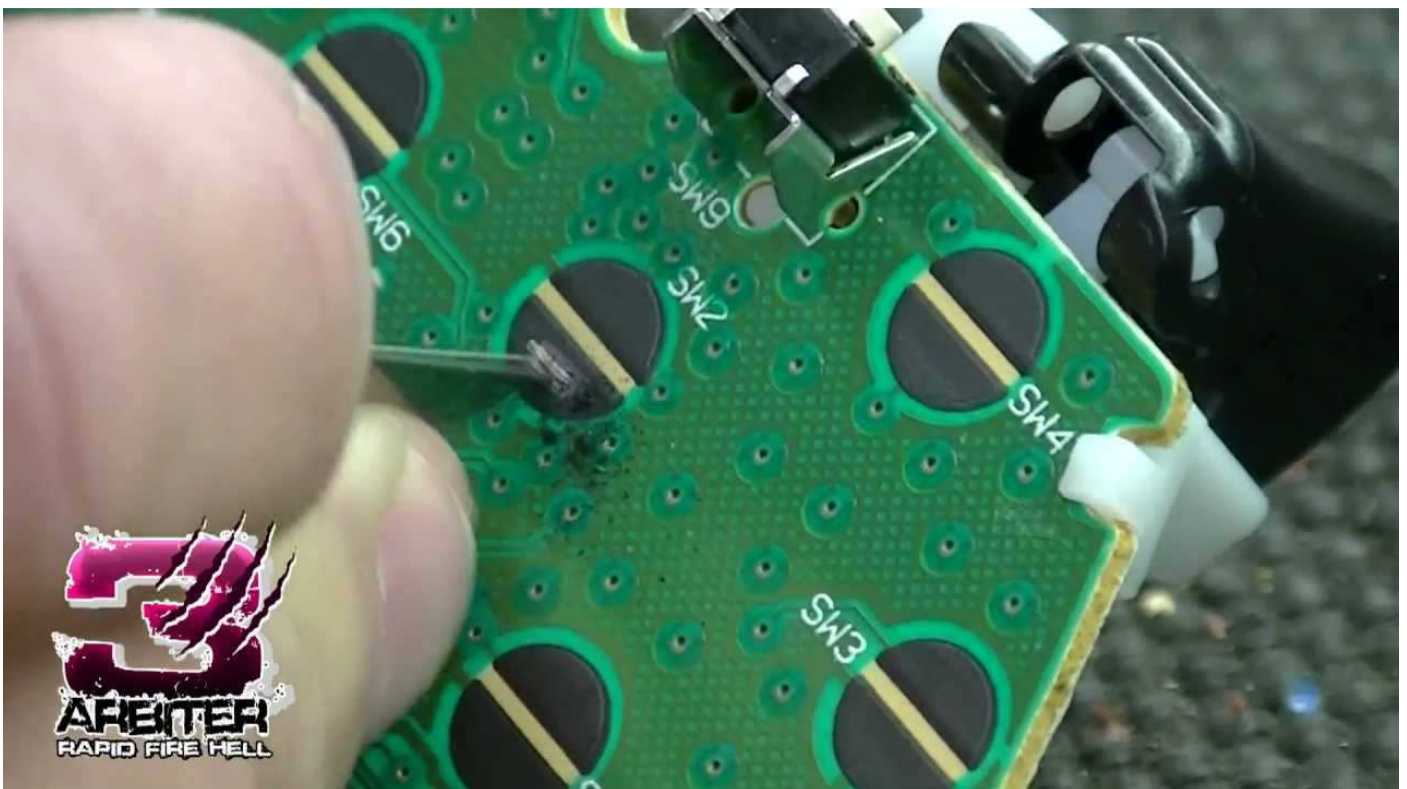


## XBOX 360 INSTALLATION

The Arbiter 3.5 Elite chips are compatible with all makes of Xbox 360 controller, from the oldest Matrix 1 right through CG1, CG2 to the newest Matrix 2 boards, and even Wired controllers.

NOTE: To solder to the black pads of the ABXY / Back buttons etc... you must first scrape off the carbon using a Knife.

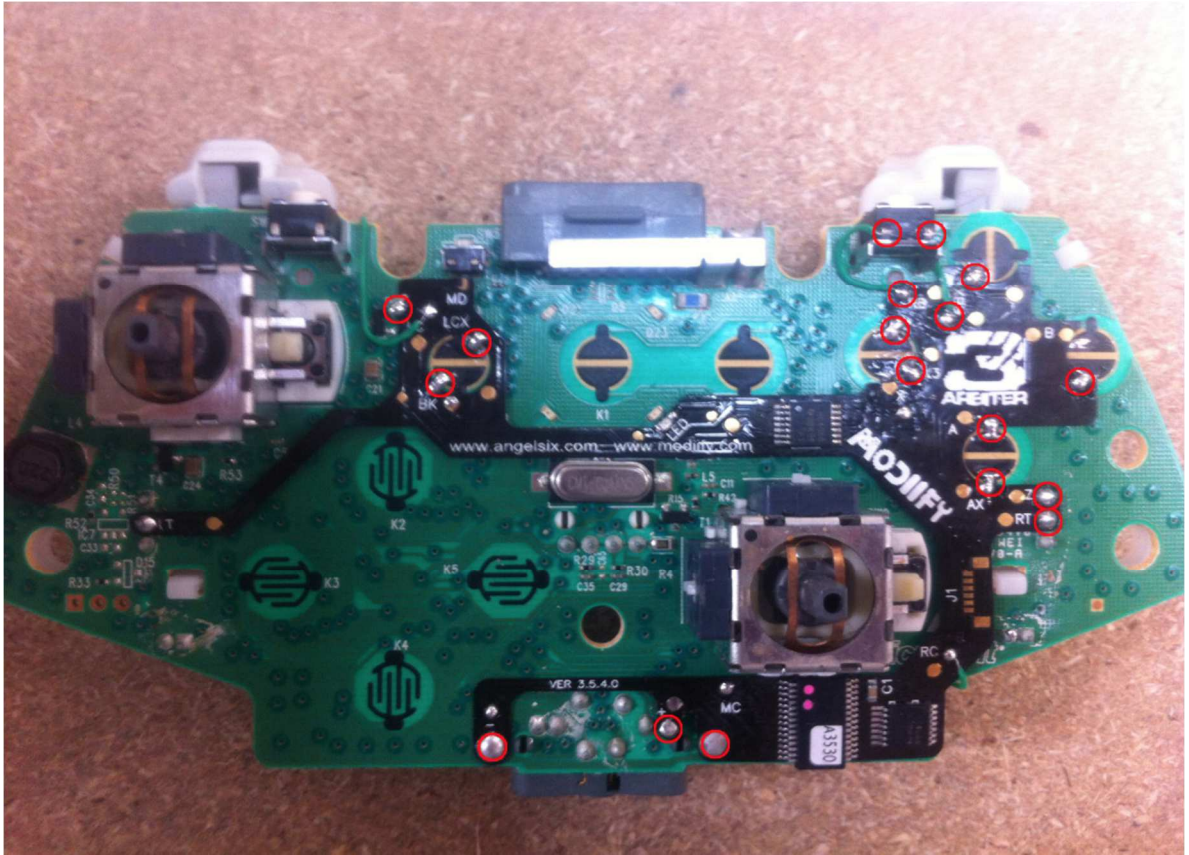


## Matrix 1 (Oldest)

The Matrix 1 board looks like the images below. It is the oldest of the controllers and is easy to identify by the blue square board on the top left back of the controller, which sometimes has a metal cage around it also.

Sorry for the poor image quality below we will do some new ones shortly.

Solder all red points below, being careful not to short any points like the RB wires to the metal cages.

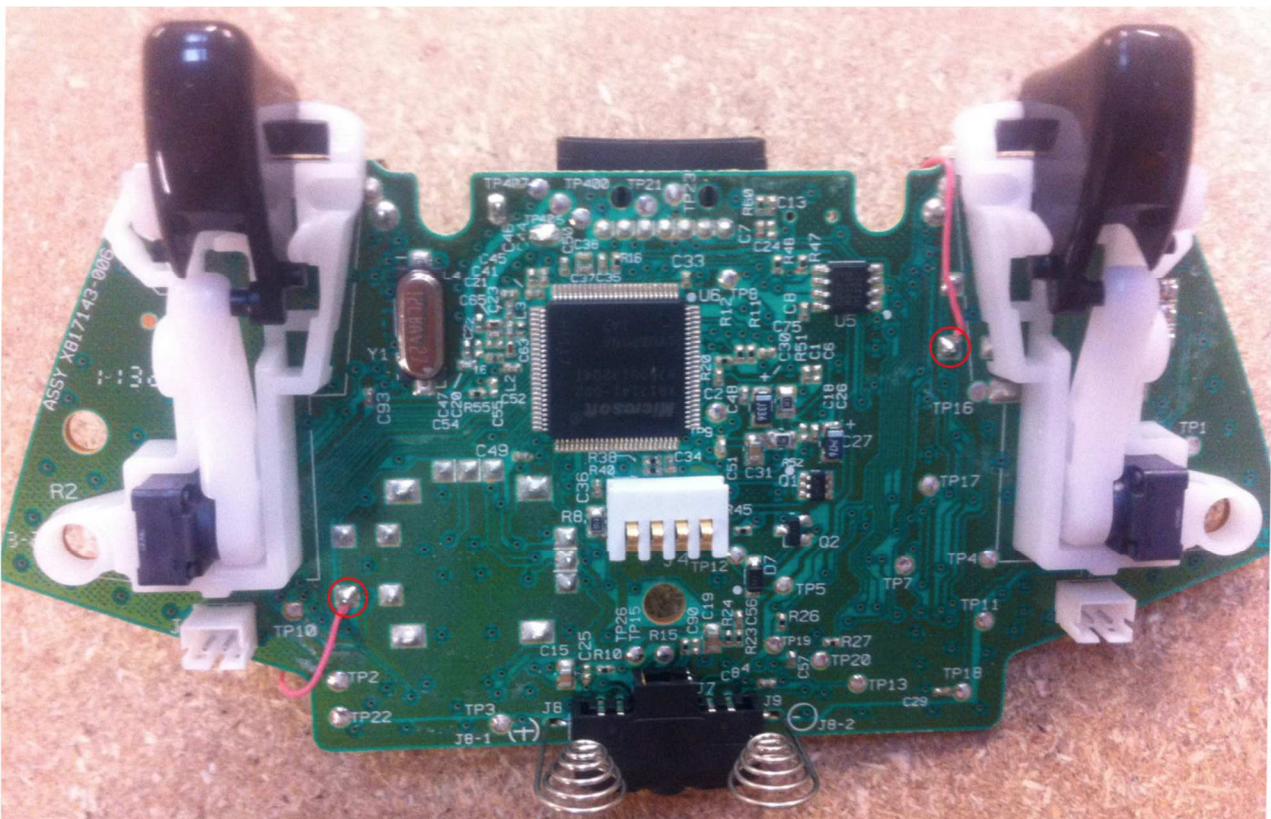
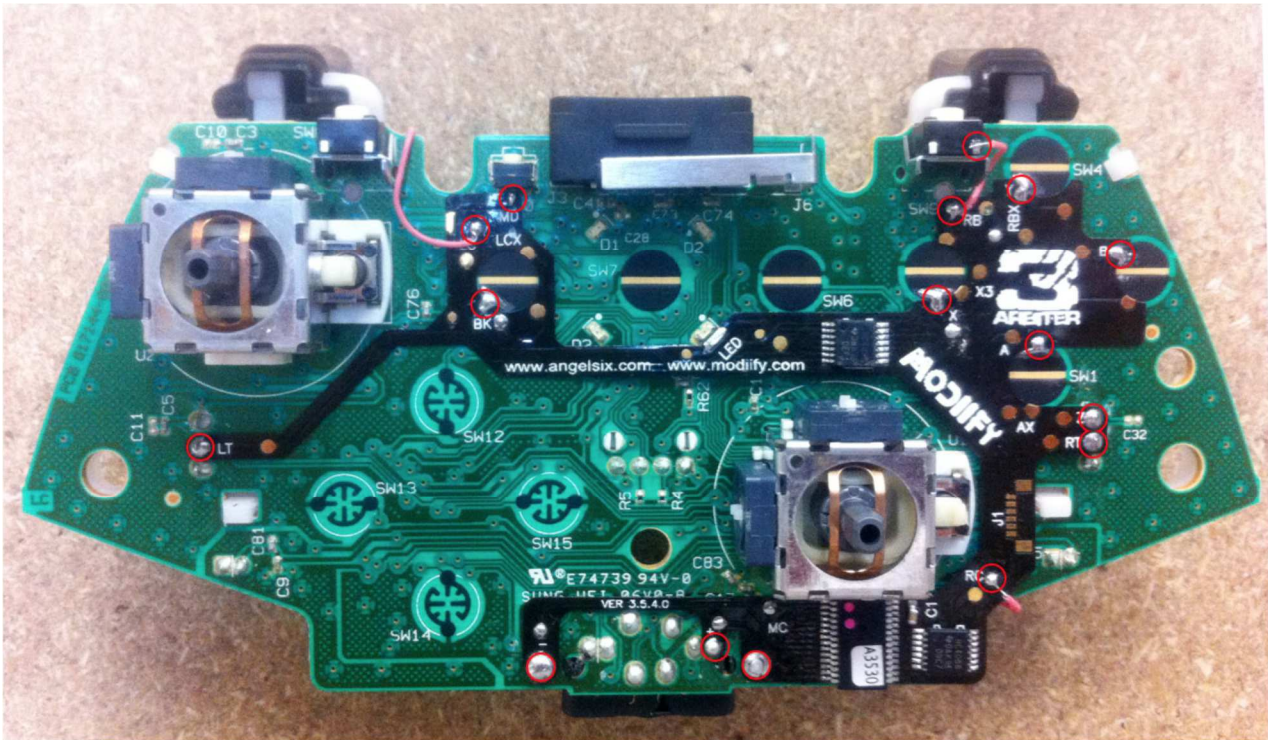


## CG1 / CG2

The CG1 is the most common board currently found. It looks very similar to the CG2 board, only with the black Microsoft chip on the back of the controller being at a 45 degree angle, instead of square on.

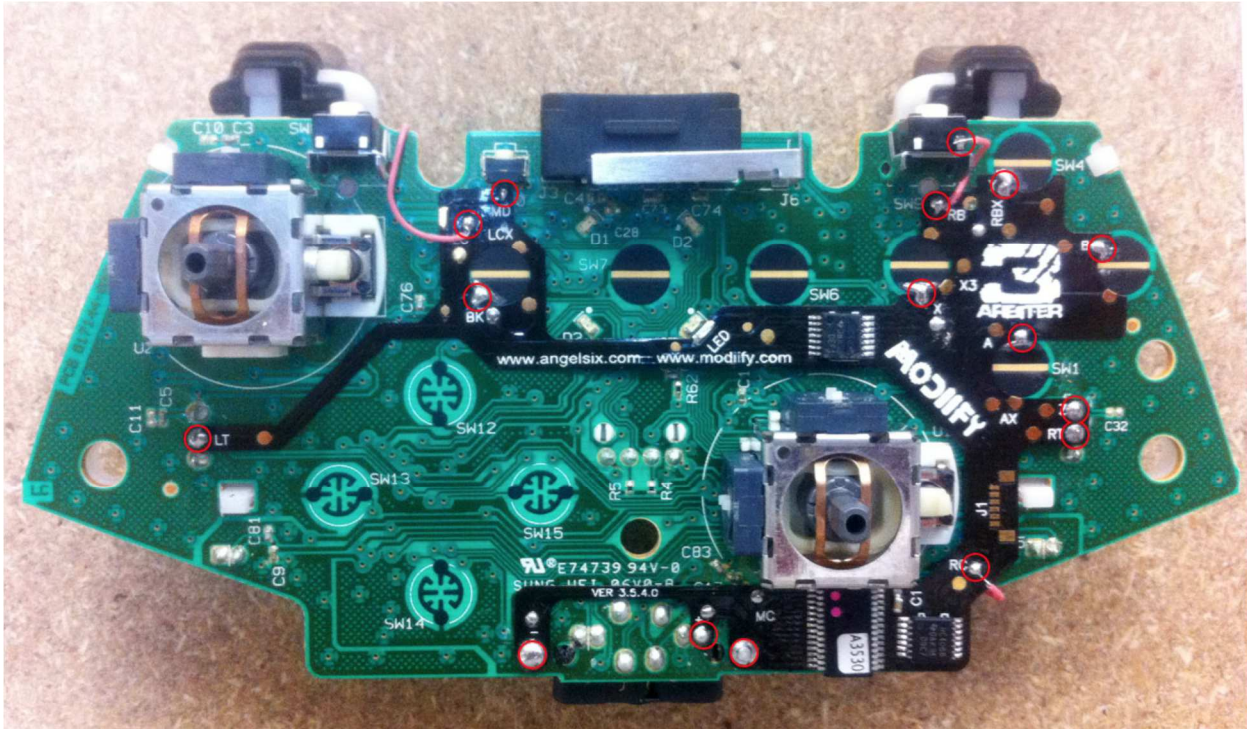
The install for that is identical to the CG2 board, so we only show the images for the CG2.

Solder all red points below, being careful not to short any points like the RB wires to the metal cages or the sync button to the pins either side of the centre.



## Matrix 2

The Matrix 2 came out late 2012 (USA) and early 2013 mainstream most other places. The Arbiter is the only (and patent protected) chip on the market that can work with the Matrix 2 boards. Solder all red points below, being careful not to short any points like the RB wires to the metal cages



# Important !

**Make sure you cut this part out of the front shell before installing the chip into a controller.**

**Failing to remove this can permanently damage the chip.**



**If you are experiencing problems installing the chip please contact us for support at**

**[www.headshotcontrollers.co.uk](http://www.headshotcontrollers.co.uk)**