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The **ZURN ROCKET LEAGUE SCRIPT** contains **mods with primary and secondary buttons**, which are called **Power Buttons**. You can define these power buttons yourself in the script and decide whether you want one button or a 2 button combination for activating a mod. These Power Buttons are designed to select through a list of mechanics to give that upper advantage against your opponent.

It also includes **automatic mods** which you just have to activate and the Mod works automatically for your gameplay.

# Power Mods

## **Stall**

This is a trick while they can stop in the air.

Used to reset the flip.

## **TAKEOFF**

Start jumping instantly at a 45-degree angle that can be used to defend or take a shot that suits you.

## **L Kickoff-Speedflips**

For **the closer diagonal left** position

Run a full kickoff. This should be used immediately after the countdown has ended.

## **R Kickoff-Speedflips**

For the **closer diagonal right** position

Run a full kickoff. This should be used immediately after the countdown has ended.

## **FAR L Kickoff-Speedflips**

For **back left** at the goal.

Run a full kickoff. This should be used immediately after the countdown has ended.

## **FAR R Kickoff-Speedflips**

For **back right** at the Goal.

Run a full kickoff. This should be used immediately after the countdown has ended.

## **Wavedash**

Wave Dashing is a maneuver that allows you to dodge to the ground to any desired direction while still retaining all the forward momentum. In short, this technique allows you to reach the speed of a front flip, but in a faster time frame and without committing to directional evasion. Saves a lot of Boost.

## **Tornadospin**

With a Tornado Spin, your car rotates around the axis. You fly spirally, so to speak.

## **Musty Flick**

Your car jumps and holds your car's Nose down and flips back after a certain amount of time. Used as a shot. Balance the ball on the front side of your car before activating the mod.

## **ZURN Shots**

Your car bounces off and rotates 90° and flips to the side. Used as a shot. Balance the ball on the front part of your car.

# AUTOMATICALLY Mods

## FRONT Speedflips

Performs perfect diagonal speed flips. Self-adjustable.

**Activation:** Hold the left analog stick diagonally forward and double-tap your in-game jump button.

## BACK Speedflips

This mod offers you the fastest way to turn your car around. **Activation:** Hold the left Analogstick backwards and tap your Jump button twice.

## Camera-Shake-Block

If this option is enabled, it will automatically prevent your camera from shaking when using a controller with high stick drift.

## DRIFT AFTER JUMP/DODGE MOD

This will cause your car to drift after **jumping**, which will facilitate **certain** maneuvers when landing.

## Boost-Safer

This mod prevents your car from boosting after reach Supersonic. The time after which the mod turns off the boost is self-definable.

## Fast Flip

Fast Flip lets a front flip perform a Speedflip, which allows your car to jump faster when it flips forward.

**Activation:** Make a front flip

## Jump Mod

Let's your car automatically boost if you **jump**. The boost time is self-definable.

## Auto Ballcam

After 800 ms, return to Ball Focus after pressing your Ball-Cam Button.

After **10 seconds** after pressing your cam button **twice**, returns Focus.

## Speeddrift

Drift automatically when steering. To activate this mod, your left Analog stick needs to be hold over **95% to the left or right**.

Allows a smaller radius when maneuvering.

## Stop-Car

Stops your car immediately while driving.

hold **RT/R2** and **LT/L2** together.

## INGAME BUTTON LAYOUT

**This step is critical.** If you don't select the same button layout presets **that you** use in the game, several mods won't work properly in this script.

If you do not use certain buttons, such as **Air Roll Left/Right**, you have to force these keys to be assigned beforehand.

Certain game default settings can interfere with the script. Such as the training functions to reset the ball. **Unbind these buttons.**

```
////////////////////////////////////  
//// ADD YOUR INGAME CONTROLLER LAYOUT ////  
////////////////////////////////////  
  
~!~ ITS IMPORTANT TO BIND & MATCH ALL BUTTONS ~!~  
  
DRIVE_FORWARDS_BUTTON = PS4_R2  
DRIVE_BACKWARDS_BUTTON = PS4_L2  
JUMP_BUTTON = PS4_CIRCLE  
BOOST_BUTTON = PS4_CROSS  
POWERSLIDE_BUTTON = PS4_L1  
AIRROLL_BUTTON = PS4_L2  
BALLCAM_BUTTON = PS4_SQUARE  
AIRROLL_RIGHT_BUTTON = PS4_L3  
AIRROLL_LEFT_BUTTON = PS4_R3
```

*SCRIPT Game Layout Customization*



*In-game layout*







## GLOBAL KILL SWITCH

The script starts >> ON << and only works in match or training.

Outside of a match/training you must always turn off the script!

The ON / OFF buttons can be freely defined in the script.

Default:

**OFF button**, press once – MENU/OPTION – RUMBLE & RED LED

**ON button**, press twice – B/CIRCLE – RUMBLE & GREEN LED

```
////////////////////////////////////
////
////          HOW TO TURN SCRIPT ON OR OFF          ////
////          //////////////////////////////////////          ////
//!! YOU WILL NEED TO TURN THE SCRIPT OFF AFTER MATCH/TRAINING !!//
//**~**/**~**/**~**~**/**~**~**~**~**~**~**~**~**~**~**~**//
//**~**/**~**/**~**~**/**~**~**~**~**~**~**~**~**~**~**//
//**~**/**~**/**~**~**/**~**~**~**~**~**~**~**~**~**~**//

OPTIONAL TO CHANGE BUTTONS

TURN_ON_BUTTON      = PS4_CIRCLE
TURN_OFF_BUTTON     = PS4_OPTIONS

//**~**/**~**/**~**~**/**~**~**~**~**~**~**~**~**~**~**//
//**~**/**~**/**~**~**/**~**~**~**~**~**~**~**~**~**~**//
//**~**/**~**/**~**~**/**~**~**~**~**~**~**~**~**~**~**//

!! SCRIPT STARTS >> ON << !!

>> OFF <<      =   TAP >>TURN_OFF_BUTTON<< ONCE      ->   RED LED, soft RUMBLE
>> ON  <<      =   DOUBLE-TAP >>TURN_ON_BUTTON<<     ->   BLINKS GREEN LED, strong RUMBLE
```

*Buttons freely definable*



# CRONUS ZEN LED DISPLAY MOD-MENUSYSTEM

## LOGO

After adding the **in-game button layout** and **power buttons** and successfully loading the script into your Cronus Zen, change the slot until the **ZURN logo** appears.

If the ZURN Logo on the screen have appear. You successful activate the Script.



*LOGO APPEARS WHEN LOADING THE SCRIPTS OR LEAVING THE MENU*



## **MENU - POWER MOD ASSIGN**

Once you have opened the menu, you will now see the information about Power 1 and 5. It should still be **OFF** for both. Navigate between the different MODS on **POWER 1/5, 2/6, 3/7, 4/8** with **DPAD UP & DOWN**.

Assign the desired mod with the following buttons for respective power buttons:

### **POWER 1/2**

**POWER Button 1**, press once – **Y/TRIANGLE**

**POWER Button 2**, press once – **X/SQUARE**

### **POWER 3/4**

**POWER Button 3**, press once – **Y/TRIANGLE**

**POWER Button 4**, press once – **X/SQUARE**

### **POWER 5/6**

**POWER Button 5**, press once – **Y/TRIANGLE**

**POWER Button 6**, press once – **X/SQUARE**

### **POWER 7/8**

**POWER Button 7**, press once – **Y/TRIANGLE**

**POWER Button 8**, press once – **X/SQUARE**

Now the information page of the respective Power Mod list should show the chosen Mods.

## **MENU - AUTOMATIC MOD ACTIVATION**

Navigate between the different automatic mods from **page 5 to 14** with **DPAD LEFT & RIGHT**.

Switch the automatic mods **with DPAD UP & DOWN** to **ON/OFF**.

To save the Automatic Mod, use the following button:

**SAVE AUTOMATIC MODS** – press once- **Y/TRIANGLE**

## **MENU – FINE ADJUSTMENT**

**Few Mods you will need to adjust before they will work correctly.**

Navigate between the different MODS on any **POWER MOD LISTS** with **DPAD UP & DOWN**.

**PRO TIP: Power 1/5 Adjustment also applies to POWER 2/6, 3/7, 4/8**

Or

Navigate between the different automatic mods from **page 5 to 14** with **DPAD LEFT & RIGHT**.

Navigate to your desired mod.

Use the following buttons to open/navigate/set the fine adjustment:

**OPEN FINEADJUSTMENT**, press once – **A/CROSS**

**FINEADJUSTMENT CLOSE/SAVE**, press once – **B/CIRCLE**

**OPTION NAVIGATION**, press once – **DPAD UP / DOWN**

**ADJUST -/+ 1**, press once – **DPAD LEFT / RIGHT**

**ADJUST -/+ 10**, press together – **DPAD LEFT / RIGHT + RT/R2**

# MENU – FINE ADJUSTMENT - EXPLANATION LIST

If you are finish with the adjustment, change your Fine Adjustment Values in the Script on the Manuals. So, you don't will lose your Values in case of a Cronus Zen Bootloader or for the further Versions of ZURN.

| 1000 = 1 SECOND         |          | MANUEL    |                        | EXPLANATION OF FINE ADJUSTMENTS: |                                                           |
|-------------------------|----------|-----------|------------------------|----------------------------------|-----------------------------------------------------------|
| FINE ADJUSTMENTS OF MDS |          |           |                        |                                  |                                                           |
| OF WHICH MDS:           |          |           |                        |                                  |                                                           |
| BOOST_SAFER_TIME_GROUND | = 1200,  | //-----// | BOOST_SAFER            | //-----//                        | TIME TO STOP THE BOOST ON THE GROUND                      |
| BOOST_SAFER_TIME_AIR    | = 2500,  | //-----// | BOOST_SAFER            | //-----//                        | TIME TO STOP THE BOOST IN THE AIR                         |
| DRIFT_AFTER_JUMP_TIME   | = 1200,  | //-----// | DRIFT-AFTER-JUMP/DODGE | //-----//                        | TIME OF DRIFT AFTER JUMP                                  |
| DRIFT_AFTER_DODGE_TIME  | = 1200,  | //-----// | DRIFT-AFTER-JUMP/DODGE | //-----//                        | TIME OF DRIFT AFTER DODGE                                 |
| AIRROLL_TIME            | = 200,   | //-----// | WALL_JUMP              | //-----//                        | THE TIME OF THE ROTATION AFTER JUMP                       |
| ANGLE_ALIGNMENT_TIME    | = 200,   | //-----// | WALL_JUMP              | //-----//                        | THE TIME FOR ANGLE OF ALIGNMENT AFTER JUMP                |
| AUTO_BALL_CAMERA_SHORT  | = 700,   | //-----// | AUTO_BALL_CAMERA       | //-----//                        | TIME OF FOCUS ON CAR, BEFOR THE FOCUS SWITCH BACK TO BALL |
| AUTO_BALL_CAMERA_LONG   | = 10000, | //-----// | AUTO_BALL_CAMERA       | //-----//                        | TIME OF FOCUS ON CAR, AFTER DOUBLETAP THE BALLCAM BUTTON  |
| SPEEDDRIFT_POWER        | = 40,    | //-----// | SPEEDDRIFT             | //-----//                        | THE POWER OF THE SPEEDDRIFT-EFFECT                        |
| STRAIGHT_FLY_TIME       | = 550,   | //-----// | WAVEDASH               | //-----//                        | THE TIME OF THE FIRST STRAIGHT FLIGHT                     |
| ANGLE_LY_TIME           | = 310,   | //-----// | WAVEDASH               | //-----//                        | THE TIME OF Y ANGLE                                       |
| L_STRAIGHT_DRIVE_TIME   | = 100,   | //-----// | KICKOFFS               | //-----//                        | THE TIME OF FIRST straight boost                          |
| L_ANGLE_TIME_KICKOFF    | = 405,   | //-----// | KICKOFFS               | //-----//                        | THE TIME OF X ANGLE BEFOR JUMPING                         |
| R_STRAIGHT_DRIVE_TIME   | = 100,   | //-----// | KICKOFFS               | //-----//                        | THE TIME OF FIRST straight boost                          |
| R_ANGLE_TIME_KICKOFF    | = 405,   | //-----// | KICKOFFS               | //-----//                        | THE TIME OF X ANGLE BEFOR JUMPING                         |
| L_STRAIGHT_BOOST_TIME   | = 420,   | //-----// | FAR_KICKOFFS           | //-----//                        | THE TIME OF FIRST straight boost                          |
| L_ANGLE_TIME_SPEEDFLIP  | = 380,   | //-----// | FAR_KICKOFFS           | //-----//                        | THE TIME OF X ANGLE BEFOR JUMPING                         |
| R_STRAIGHT_BOOST_TIME   | = 420,   | //-----// | FAR_KICKOFFS           | //-----//                        | THE TIME OF FIRST straight Boost                          |
| R_ANGLE_TIME_SPEEDFLIP  | = 380,   | //-----// | FAR_KICKOFFS           | //-----//                        | THE TIME OF X ANGLE BEFOR JUMPING                         |
| TAKOFF_HEIGHT           | = 450,   | //-----// | TAKOFF                 | //-----//                        | BOOST TIME / HEIGHT OF TAKOFF                             |
| Y_ANGLE_TIME            | = 150,   | //-----// | TAKOFF                 | //-----//                        | THE TIME OF THE LY AXIS, BEFOR SECOND JUMP                |
| ANGLE_X_TIME            | = 100,   | //-----// | ZURN_SHOT              | //-----//                        | THE TIME OF THE LX AXIS, BEFOR DODGE                      |
| JUMP_HEIGHT             | = 600    | //-----// | ZURN_SHOT              | //-----//                        | HEIGHT OF FIRST JUMP                                      |

FINEADJUSTMENT LIST