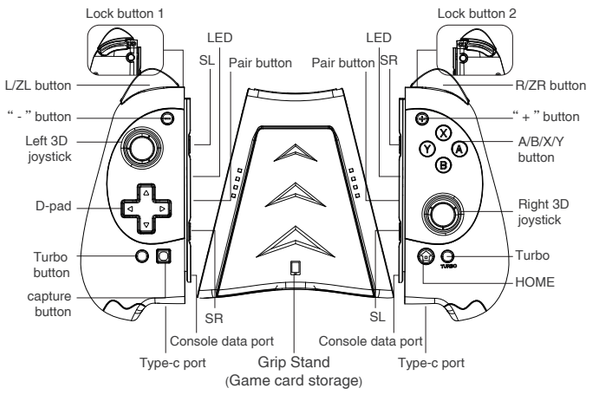
Cat Fairy Joy-pad for N · S

User Manual(PG-SW067)

Product Application

1. Gamepad is suitable for operation games on N-S system device.
2. Gamepad button function correspondence with Joy-Con gamepad button function, and support TURBO (acceleration) &programming function.
3. Gamepad support Six-axis gyroscope, vibration function,it will bring player an excellent gamimg experience.
4.The Grip Stand built-in game card storage slot, can hold 4 large game cards and 1 Micro SD card.

Product button function



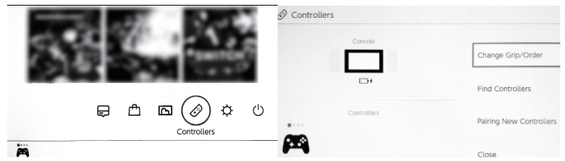
Electrical Parameters

Input voltage/current：DC5V/500mA；
Working current：DC3.7V；
Battery capacity：400mAh；
Working time: >10H；
Charging time：About 3H；
BT3.0，Transmission distance：≤8M；

Function and operation

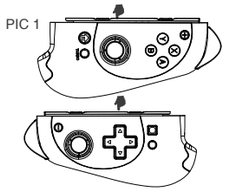
N-S console connection

Gamepad and N-S separate connection operation：
Connect the gamepad to the console for the first time：turn on N-S console，In the console main menu interface, use finger touch and click:gamepad icon→ change grip/sequence，Enter the console pairing mode interface.



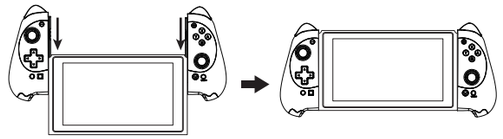
When gamepad turn off, press pair button for 2 seconds to turn on gamepad pair search mode, gamepad LED began to run with flashing lights,when single or multiple LED are always on,gameapd and console paired search success,N-S console screen appears with two gray gamepad rotating, then press the left and right gamepad L and R button together, N-S console screen gray gamepad become black gamepad，Press A to complete the pairing and press HOME to exit the interface.

PIC 1



Connect the gamepad to the console again：The gamepad will go to sleep if not used within 5 minutes,When the gamepad need to be reused，Except TURBO button, programming button and 3D joystick,Short press other buttons to wake up reconnect and pair.

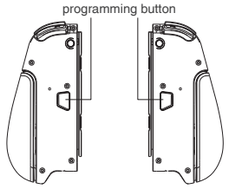
Gamepad into N-S console connection operation：
When gamepad turn off, insert the left and right gamepad directly into both side rails of the N-S console and snap them in place,gamepad automatic pairing.



TURBO Function

Action function include 13 buttons(A/B/X/Y/R/ZR/SR/SL//L/ZL/SL/SR/十button)，all can set TURBO function by manually；
Setting method：long press action button at the same time press TURBO button,turn on TURBO function；press action button at the same time press TURBO button, turn off TURBO function；
After the product disconnection，previous set TURBO function it will automatic cleared,If TURBO function is enabled must be reset.

Programming function



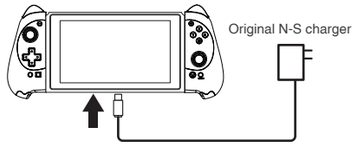
1. Left gamepad programming：press " programming button " + "⊖" button for 3 seconds，the motor began to vibrate and release the hand（Vibration stops for 2 seconds），Short press the function button to be entered，the programming button is the button function just entered.
Notes:3D，TURBO，Capture button and pair button can't programming.
2. Right gamepad programming：press " programming button " + "⊕" for 3 seconds，motor began to vibrate then release the hands（Vibration stops for 2 seconds），Short press the function button to be entered，the programming button is the button function just entered.

Notes：3D，TURBO，HOME button and pair button can't programming.

Charging instruction

Gamepad and N-S separate connection operation：
①Gamepad power not enough the LED light will flash quickly.
②Single gamepad charging：adapter output DC5V500mA the USB cable TYPE-C port plug in gamepad TYPE-C port to charging.when turn off to charging 4 LED light flash, if connect success to charging correspondence light flash, fully charging is always on.

③N-S console charging：the left and right gamepad are install on both sides of the N-S console and insert in place，N-S console will automatic detect gamepad power.When detect gamepad Low power will automatic charge for gamepad.
When N-S console battery is low power,Charge N-S console with original N-S charger，original USB TYPE-C charge plug in N-S TYPE-C console to charging.



*Notes：At the STITCH console data port, cannot be used other charger for charging, otherwise our company is not responsible for the damage.so please follow the charging instructions ②③method.

Notes:

1.Do not store product in humid or high temperature places；
2.Do not knock, beat, puncture, or try to disassemble to avoid unnecessary damage to the product；
3.Do not throw away with garbage because product has built-in battery；
4.Do not charge gamepad near fire or high temperature.
5.Non-professionals disassemble this product by mistake otherwise it will not be cover by the after-sales warranty service；

Included:

Left gamepad x1　Grip stand x1　Right gamepad x1　Manual x1　USB cable x1

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that
interference will not occur in a particular installation.
If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-- Reorient or relocate the receiving antenna.
-- Increase the separation between the equipment and receiver.
-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-- Consult the dealer or an experienced radio/TV technician for help.

Warning: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment