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social media

for use with
GameCube®
Switch • Wii • Wii U

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RETRO® FIGHTERS

blade
wireless gamepad

Quick Start
Instruction Manual

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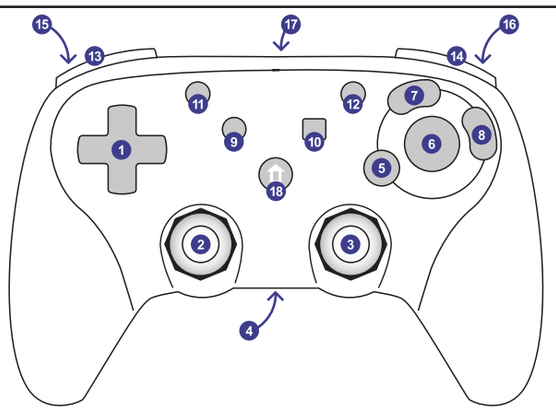

1 D-Pad
2 Analog Stick (Left)
3 Analog Stick (Right)
4 LED Indicator
5 B Button
6 A Button
7 Y Button
8 X Button
9 Turbo
10 Screen Shot (Switch only)
11 "-" Button (Switch only)
12 "+" Button (Switch only)
13 L1 Shoulder Button
14 R1 Shoulder Button
15 L2 Trigger (Back)
16 R2 Trigger (Back)
17 Pairing Button
18 Home (Switch)
18 Start (GameCube)

notes

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customer service

We strive to make our fellow gamers happy. If you experience any issues with this product please contact us directly. We are here to help and we will make it right! You can send us an email at: support@retrofighters.com

setup (Switch)

Make sure that you turn on "Pro Wired Communication" in your Switch System settings otherwise your gamepad will not connect. Connect using the top pairing button.

how to pair

1. Insert the dongle into the controller port you want to use.
2. Press the "Home" button and 4 LEDs flash.
3. Press the back pairing button to automatically pair the controller.

powering off

Press L3 + "-" to turn off your gamepad.

Xinput to Dinput mode

Press "Home" button for approximately 3-5 seconds to swap Dinput.

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turbo

Press the button you would like to activate turbo and press "T" turbo button at the same time. To deactivate, Hold the button you set and press "T" button at the same time.

LED indicators

- Player 1
- Player 2/Dinput Mode
- Player 3
- Player 4

FAQs

How do I charge?
Use the provided USB-C cable with a USB compatible charging block (not included). Once charging the LED light on the controller will continuously blink indicating it is currently charging. Once the controller is fully charged it will stop blinking. This process takes approximately 2.5 hours on low / empty battery.

How long is the battery life?
Approximately 10 hours before you need to recharge.

What systems are compatible?
The gamepad is compatible with GameCube, Wii, Wii U, PC & Switch.

Is this compatible with the official Wii U GC Adapter?
Yes, it is compatible with the official Wii U GC Adapter and most 3rd party brands.

How do the triggers work? They work with all games that require analog triggers, however there isn't a separate "click". To activate the digital function you just have to reach the end of the full range of the analog triggers.

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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

The devices has been evaluated to meet general RF exposure requirement， the device can be used in portable exposure condition without estriction