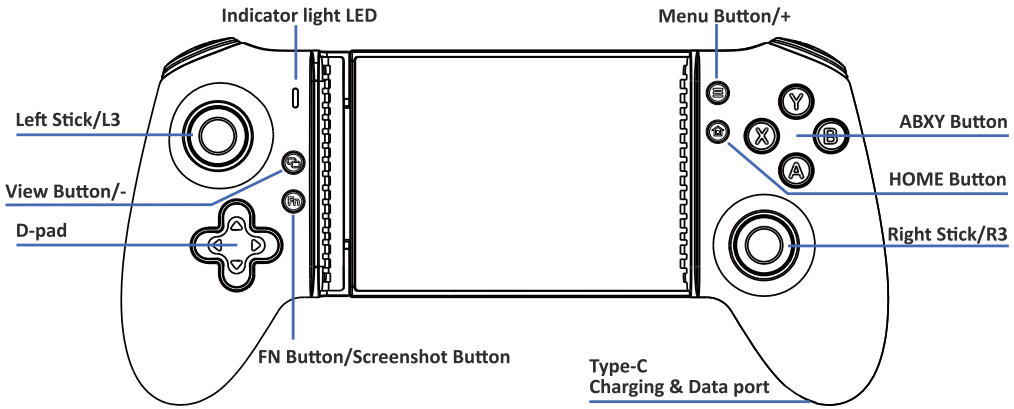
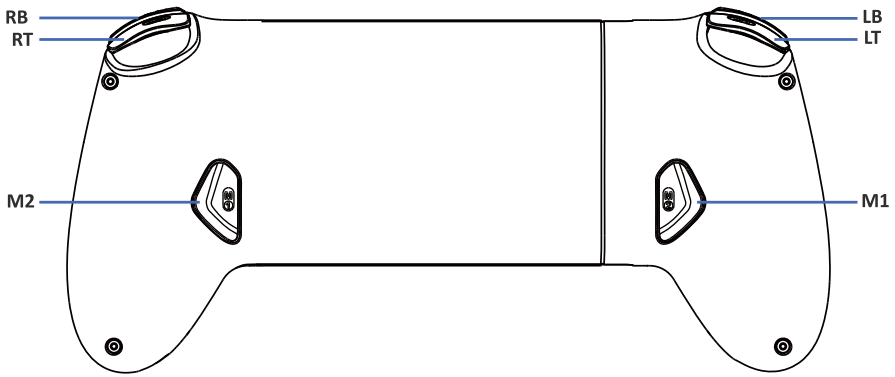
# Mobile Game Stretchable Controller Version.1.1

# USER MANUAL

## HARDWARE DEVICE LAYOUT




Thank you for purchasing this product. Please read the user manual carefully before using the product and keep it in a safe place. This manual provides a functional description of the current firmware version of the controller. If the system firmware is updated, the latest version shall prevail. The latest version can be viewed and downloaded by scanning the QR code.

View User Manua

Because the Controller uses the Hall Effect Joystick/Trigger, we recommend that you recalibrate the Joystick/Trigger after each OTA upgrade for a better experience. The calibration steps are as follows:

- ❖Press and hold the View Button + Menu Button for 3 seconds, the white light will flash slowly, entering calibration mode:
- ❖Gently push the left and right sticks to their **limits** and rotate them completely three times. Press the left and right triggers to their **limits** three times to complete the calibration.
- ❖After completing the above steps, press and hold the View Button + Menu Button for 1 second.
- ❖The white light will flash quickly three times, indicating a successful calibration and returning to normal connection mode.

## COMPATIBILITY STATEMENT

- **This product is compatible with the following devices:**
  - Windows PC
  - Android Phone
  - iPhone
  - Switch console

- **Important Notes: When connecting to the Switch console, the following features are not supported:**
  - Motion controls, NFC scanning, IR camera, Notification light, HD Rumble and the system cannot wake up wirelessly when connected to the Switch console.

## COMPATIBLE WITH MOBILE NATIVE GAMES AVAILABLE IN THE FOLLOWING APP STORES.

Google Play

Galaxy Store

To verify whether games downloaded from the app store support controllers, please visit the following link or scan the QR code to check game compatibility:

https://docs.google.com/spreadsheets/d/17nzJAl43KrDOZQPCiBO-DnJVewfmoLSdirQBzSNSWOs/edit?gid=0#gid=0

1. The game titles listed in the search results will list indicate the corresponding supported platforms; if none are listed, then the game does not support controllers.

2. If no matching game title is found, this indicates that the game does not support controllers.

3. For games such as "Genshin Impact," "PUBG Mobile," and other Android games that do not support controllers, you need to install the <MooWii Gaming> app to map the controller buttons to the corresponding touchscreen areas. This app can be found and downloaded from the Google Play Store or the App Store.

## COMPATIBLE WITH XBOX ONE/SERIES, PS4/5, STEAM, MOONLIGHT GAMES

PS Remote Play

XBOX

STEAM LINK

## COMPATIBLE WITH CLOUD GAMING

Arcade

XBOX GAME PASS

NVIDIA GEFORCE NOW

luna

PlayStation Now

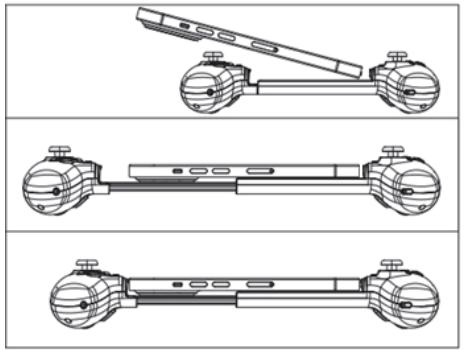
# CONNECTION SPECIFICATIONS

| Mode | Input | Action | Indicator light LED | | Device Connection Name | Supports Platforms | Required Systems | Games Supports |
|---|---|---|---|---|---|---|---|---|
| Wireless X-BOX Mode | X-input<br>Xbox One S | Press and hold FN+X for 3 seconds | The LED status indicators are as follows: Reconnecting (Slow Flashing); waiting for 10 seconds or immediately pressing and holding Menu + L3 to enter pairing mode (Fast Flashing); connected successfully (Steady On). | White | Xbox Wireless Controller | WINDOWS PC<br>iPhone<br>Android Phone | Windows 7 or above<br>iOS 14 or above<br>Android 10 or above | Mobile native Games Xbox Remote Play / Steam Link /MoonlightXbox Cloud Gaming / NVIDIA GEFORCE NOW /LUNA Dolphin Emulator |
| Wireless PS Mode | D-input | Press and hold FN+B for 3 seconds | | Green | Wireless Controller orDUALSHOCK 4 WirelessController | iPhone<br>Android Phone | iOS 14 or above<br>Android 10 or above | Mobile Native Games<br>Xbox Remote Play / PS Remote Play / Steam Link<br>Xbox Cloud Gaming / NVIDIA GEFORCE NOW /LUNA |
| Wireless Switch Mode | Switch | Press and hold FN+A for 3 seconds | | Red | Pro Controller | Switch Console<br>iPhone<br>Android Phone | Switch Console<br>iOS 16 or above<br>Android 10 or above | Mobile Native Games<br>Switch Console Games |
| Wireless Mapping Mode | Mapping | Press and hold FN+Y for 3 seconds | | Blue | S100xx<br>(PS： xx is a random character) | Android Phone | Android 10 or above | Support mobile non-native touchscreen games (need to use the APP to map the controller buttons to the corresponding touchscreen area) |
| Wireless Setting Mode | N/A | always on | In Setting mode, the LED status indicator will always Fast Flashing until disconnected. | Follow | SAFFUN-S100xx<br>(PS： xx is a random character) | Android Phone | Android 10 or above | Setup your Controller |
| Wired mode | X-input<br>XBOX 360 | Use cable link | Steady On | Green | Xbox 360 Controller | WINDOWS PC<br>Android Phone | Windows 7 or above<br>Android 10 or above | |

# INSTALL AND POWER ON

- **Follow the steps below to securely install your phone or Switch console to the controller.**

(Note: If your phone case is too thick, which may causing an unstable installation, please remove the phone case, reinstall your phone, and ensure the installation is stable.)



Align your phone or Switch console with the right side of the retractable stand.

Pull apart the retractable stand and insert it into your phone/Switch console

Close the retractable stand and subsequent connections

# POWER CONTROL METHODS:

- **Automatically:** Pulling out the retractable stand will automatically turn on the controller's power, illuminating the indicator light from the last use. Releasing the retractable stand will turn off the controller's power.
- **Force:** Pressing the HOME button for 2 seconds can force the device to power on, lighting up the indicator light from the last use. In forced power-on mode, opening and closing the retractable stand will not affect the controller's power status. Pressing the HOME button for 5 seconds can force a shutdown. After a forced shutdown, the indicator light will turn off, and the power control function can be reactivated by opening and closing the retractable stand.
- **Sleep:** The device will automatically enter sleep mode after 10 minutes of inactivity when connected to the control. Alternatively, pressing the HOME button for 6 seconds will immediately put the device into sleep mode. After sleeping, pressing the HOME button for 2 seconds will wake the controller.

# HOW TO PAIRING

## Wireless XBOX Mode(X-Input):

❖ Action: FN+X Press and hold for 3 seconds

❖ The white light will flash slowly while attempting to reconnect to the last connected device. If reconnection fails, the light will flash quickly after 10 seconds and enter pairing mode (or press and hold Menu + L3 to enter pairing mode immediately) Upon successful connection, the white light will stay on.

❖ Device Connection Name: Xbox Wireless Controller
(Note: The Device Connection Name will only be detected when the indicator light is flashing quickly in pairing mode.)

## Wireless PS Mode(D-Input):

❖ Action: FN+B Press and hold for 3 seconds

❖ The green light will flash slowly while attempting to reconnect to the last connected device. If reconnection fails, the light will flash quickly after 10 seconds and enter pairing mode (or press and hold Menu + L3 to enter pairing mode immediately). Upon successful connection, the green light will stay on.

❖ Device Connection Name: Wireless Controller or DUALSHOCK 4 Wireless Controller
(Note: The Device Connection Name will only be detected when the indicator light is flashing quickly in pairing mode.)

## Wireless SWITCH Mode(Switch):

❖ Action: FN+A Press and hold for 3 seconds

❖ The red light will flash slowly while attempting to reconnect to the last connected device. If reconnection fails, the light will flash quickly after 10 seconds and enter pairing mode (or press and hold Menu + L3 to enter pairing mode immediately). Upon successful connection, the red light will stay on.

❖ Device Connection Name: Wireless Controller or DUALSHOCK 4 Wireless Controller
(Note: The Device Connection Name will only be detected when the indicator light is flashing quickly in pairing mode.)

## Wireless Connection Method for Mobile Phones:

- Install the mobile phone onto the controller, and the controller's power will turn on automatically.
- Press and hold the keys [FN+A/B/X] for 3 seconds. The indicator light will flash slowly while attempting to reconnect to the last connected device. If it fails to reconnect, it will flash quickly after 10 seconds and enter pairing mode (or press and hold Menu + L3 to enter pairing mode immediately).
- Enable the phone's Bluetooth search status, find the Device Connection Name, and pair. When it displays "Connected," the pairing is successful, and the indicator light will stay on. The controller will vibrate once at this moment.
- After a successful connection, when the controller reconnects to the phone or switches from another mode to the current mode, it will automatically reconnect, and the Indicator light will stay on when the reconnection is successful.

## Wireless Connection Method for SWITCH Console:

- Install the SWITCH console onto the controller, and the controller's power will turn on automatically.
- Flash slowly while attempting to reconnect to the last connected device. If it fails to reconnect, it will flash quickly after 10 seconds and enter pairing mode (or press and hold Menu + L3 to enter pairing mode immediately).
- Turn on the SWITCH console and open the Controller → Change Grip/Order. The SWITCH console's Bluetooth will enter search status. When the controller icon appears on the screen, the controller will vibrate once. And you can control the SWITCH console normally.
  1) Sleep Mode: When the SWITCH console enters sleep mode, the controller will also enter sleep mode (not supported by the system wakes up wirelessly).
  2) Reconnection: Press the power button on the SWITCH console to wake it up, then press the HOME button on the controller for 2 seconds to wake the controller. The controller will automatically reconnect to the SWITCH console, and the indicator light will stabilize when the reconnection is successful.

## Wired XBOX Mode: *(Only supports WINDOWS system computers and Android devices)*

- Use a USB-C cable to connect the controller and the console. The green light will Slow Flashing; when the connection is successful, the green light will stay on. And the controller will automatically switch to wired XBOX 360 mode (X-Input).
- The wired mode does not support switching to other modes.

*Note: 1000Hz Pollrate is only supported under the wired mode.*

# CONTROLLER FUNCTION OPERATION INSTRUCTIONS

*Note: All Function Settings require the controller to be powered on.*

## Battery Indicator

- Low Voltage Indicator: When the controller battery voltage falls below 25%, a low voltage alarm activates, and the indicator light blinks rapidly; below 5%, the controller automatically shuts down and cannot be powered on.

- Charging Indicator: When the controller is charging, the indicator light breathes; once fully charged, the indicator light goes off when not connected, and stays on when connected to a device.

## Back Map Button Mapping

- Back Map Button Mapping: When the controller is powered on, Press and hold the keys [FN+M1/M2] for 3 seconds; the indicator light will turn purple, entering recording mode. It supports recording any key sequence or simultaneous pressing of 12 keys (A, B, X, Y, Up, Down, Left, Right, LB, RB, LT, RT). After recording, press M1 or M2 again to save and exit; three quick flashes of the purple indicator light signify a successful setting.

- Cancel Mapping: Press and hold the keys [FN+M1/M2] for 3 seconds; the indicator light will turn purple, entering recording mode. Without performing any operations, press M1 or M2 again; three quick flashes of the purple indicator light signify the cancellation of the current custom Mapping.

## Rapid Trigger

- Enable Rapid Trigger: Press and hold the keys [FN+LT/ RT] for 3 seconds; the indicator light will flash purple three times, indicating successful activation.

- Disable Rapid Trigger: Press and hold the keys [FN+LT/ RT] for 3 seconds;the indicator light will flash purple once, indicating successful deactivation. In Switch mode, it automatically switches to rapid trigger(Switch console does not Support Linear trigger).

## ABXY Layout Switch

- Press and hold FN + R3 to switch to the Switch console layout. The controller will vibrate once as a prompt. Acting again will switch back to the Xbox layout, with the controller vibrating twice as a prompt.

## Joystick/Trigger Calibration

❖Press and hold the View Button + Menu Button for 3 seconds, the white light will flash slowly, entering calibration mode:

❖Gently push the left and right sticks to their **limits** and rotate them completely three times.

❖Press the left and right triggers to their **limits** three times to complete the calibration.

❖After completing the above steps, press and hold the View Button + Menu Button for 1 second. The white light will flash quickly three times, indicating a successful calibration and returning to normal connection mode.

## Vibration Intensity Adjustment

❖Press and hold the FN Button then use the right stick up and down to adjust the vibration intensity, with settings ranging from 0 to 6.

## Reset the controller - This will clear all settings and pairing information, restoring it to its original state

❖Press and hold M1 + M2 for more than 10 seconds; the indicator light will flash quickly five times, and the controller will vibrate once to indicate that the reset is complete.

# CLOUD GAMING INSTRUCTIONS

- The supported cloud gaming platforms for the controller include Amazon Luna, Xbox Game Pass, Google Stadia, NVIDIA GeForce Now, Apple Arcade, Netflix games, blacknut, and Utomik. You need to download the corresponding cloud gaming platform's client software from the mobile app store or access the cloud gaming platform's official website via a mobile browser to play.
- For cloud games, you can play using either the [FN+B] or [FN+X] modes.

# ANDROID/IOS/GALAXY APP STORE GAME OPERATION INSTRUCTIONS

- Download the game from the Galaxy, Google Play, and Apple App Stores. If you encounter issues with gameplay or the control keys are not functioning correctly in [FN + B] and [FN + X] modes, follow the methods below:

  ❖ For some games, if you are using a new player account, you must first use the mobile touchscreen to control the game through the training mode and the first level before you can use the controller. For example, in the Android version of "Call of Duty: Mobile," a new player account needs to complete the training mode and the first level before using the controller.

  ❖ For some games that do not automatically recognize the controller, go to the game's [Settings] > [Controller] to switch from touchscreen to controller, allowing you to control the game. For example, in the iOS version of "Genshin Impact," a new player account needs to complete the training mode and the first level, then switch from touchscreen to controller in [Settings] > [Controller] to control the game.

- This controller only supports certain games from the Android/iOS/Galaxy App Stores. To determine if a game from the app store supports the controller, please refer to the methods discussed at the beginning of the manual.

# REMOTE GAME INSTRUCTIONS

## 1. Steps to set up streaming on XBOX ONE/SERIES:

- ***First, ensure successful streaming within the home network.***

  1) Connect the XBOX console and mobile device to the home network via Ethernet cable or Wi-Fi, and test the network for normal connectivity. Ensure the console's system software is updated to the latest version.
  2) In the XBOX console settings, enable remote connection and wake from sleep.
  3) Download the XBOX APP from the mobile app store, open the app, and log in with the same XBOX account as on the console.
  4) Switch the controller to XBOX mode by pressing and holding [FN+X] for 3 seconds. The white light will flash slowly and then fast after 10 seconds,and enter pairing mode (or immediately press and hold Menu + L3 to enter pairing mode). When the connection is successful, the white light will stay on.
  5) Open the XBOX APP, click on the remote connection icon for the XBOX console in the upper right corner, select "Play remotely on this device" in the pop-up interface, and wait for a successful connection to see the XBOX console interface.

- ***After successful streaming within the home network, you can simulate an external network environment for remote gaming at home.***

1) In the XBOX console settings, check the NAT status for "Test Remote Play." If it is open or unrestricted, remote streaming can be successful. If it is restricted, please refer to the official XBOX router port mapping tutorial for remote streaming.
2) Disconnect the phone from the same Wi-Fi as the XBOX console and connect using mobile data or another Wi-Fi. Switch the controller to XBOX mode by pressing [FN+X]. The white light will flash slowly, and upon reconnection, a steady white light indicates success.Open the XBOX APP, click on the remote connection icon for the XBOX console in the upper right corner, and select "Play remotely on this device" in the pop-up interface. Wait for a successful connection to see the XBOX console interface (refer to the previous method for connection).
3) After successfully simulating an external network environment for remote streaming at home, you can play games remotely from outside, provided you have a high-speed internet connection with an upload and download bandwidth of at least >9 Mbps.

## 2. Steps to Set Up Streaming on PS4/5 :

- ***First, ensure successful streaming on your home network.***

1) Connect the PS console and your phone to the home network using a wired connection or Wi-Fi, and test the network connection to ensure it is working properly. Make sure the console's system software is updated to the latest version.
2) In the PS console settings, enable remote play and sleep wake-up.
3) Download the PS Remote Play app from the mobile app store, open it, log in with the same PS account as the console, and link it to the PS console.
4) Switch the controller to PS mode by pressing and holding [FN+B] for 3 seconds. The green light is Slow Flashing and it will flash quickly after 10 seconds and enter pairing mode (or immediately press and hold Menu + L3 to enter pairing mode). When the connection is successful, the green light will stay on.
5) Open the PS Remote Play app, click on the linked console icon, and in the pop-up interface, click OK. Wait for the connection to succeed, and you will see the PS console interface.

- ***After successfully streaming over the home network, you can simulate an external network environment for remote streaming at home.***

1) In the PS console, go to [Settings] and [Test Internet Connection] to check the NAT status. As long as it is not Type 3, streaming will be successful. If it is Type 3, please refer to the official PS tutorial on router port mapping for remote streaming.
2) Disconnect the phone from the same Wi-Fi as the PS console and connect using mobile data or another Wi-Fi. Switch the controller to PS mode by pressing [FN+B]. The green light will Slow Flashing, and upon reconnection, a steady green light indicates success.
3) Wait for the connection to succeed to see the PS console interface.
4) After successfully simulating an external network environment for remote streaming at home, you can play games remotely from another location with a high-speed internet connection that has an upload and download bandwidth of at least >15 Mbps.

## 3. Steps to Set Up Streaming on Computer STEAM:

- ***First, ensure successful streaming within the home network.***

1) Connect the STEAM computer and mobile device to the home network via an Ethernet cable or Wi-Fi, and test the network connection to ensure it is functioning properly. Make sure the STEAM software on the computer is updated to the latest version.
2) Prevent the computer from sleeping; to disable sleep settings: search for "Power & Sleep" in the computer's settings and open it, setting "Sleep" to "Never"; search for "Change Screen Saver" in the computer's settings and open it, unchecking "On resume, display logon screen."
3) Open the STEAM client on the computer, go to "Settings" > "Remote Play," and enable "Pair STEAM Streaming Applications."
4) Download the STEAM LINK app from the mobile app store, open the app, click the gear settings icon in the upper right corner, select the computer, then choose other computers, and enter the PIN code that appears into the computer's "Pair STEAM Streaming Applications."
5) Press and hold the keys [FN+B/X] for 3 seconds. The indicator light will flash slowly to reconnect to the last connected device. If it fails to reconnect, it will Fast Flashing after 10 seconds and enter pairing mode (or immediately press and hold Menu + L3 to enter pairing mode). Then, enable the phone's Bluetooth search status, find the Device Connection Name, click, and pair. When it displays "Connected," the pairing is successful, and the Indicator light will stay on. The controller will vibrate once at this moment. When the connection is successful, the indicator light will stay on.
6) Open the STEAM LINK app, click "Start Playing" to remotely connect to the computer and control STEAM games on the computer.

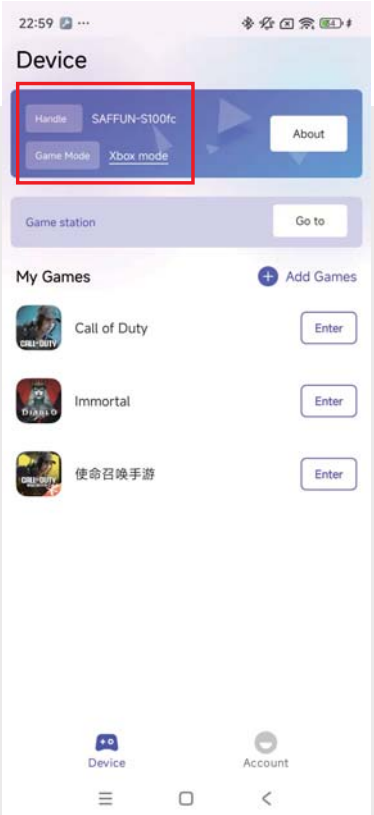
- ***After successfully streaming within the home network, you can simulate an external network environment for remote streaming at home.***

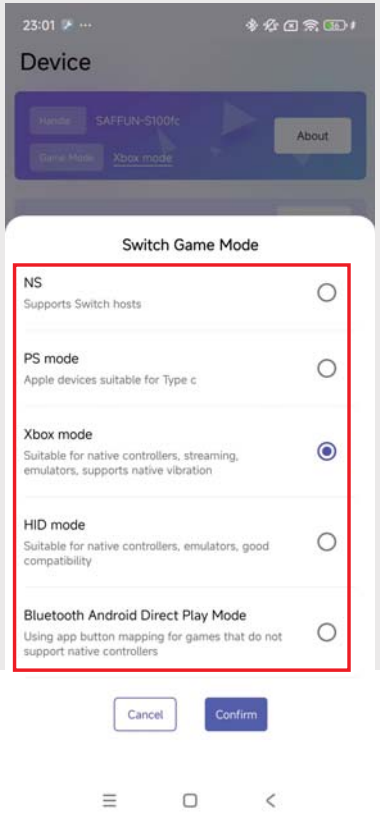
1) Disconnect the phone from the same Wi-Fi as the computer and connect using mobile data or another Wi-Fi. Switch the controller to PS/XBOX mode using [FN+B/X]; the indicator light will blink slowly, and once the reconnection is successful, the indicator light will remain on.
2) Open the STEAM LINK app, and click "Start Playing" to remotely connect to the computer and control STEAM games on the computer. If you cannot connect, please refer to the official STEAM remote streaming router port mapping tutorial.
3) Once you have successfully simulated an external network environment for remote streaming at home, you can connect from outside using a high-speed internet connection with bandwidth greater than 20 Mbps to stream games normally.

## 4. Steps to Set Up Streaming on Moonlight:

Please refer to the Moonlight official user manual at *https://github.com/moonlight-stream/moonlight-docs/wiki/Setup-Guide.*

# CONTROLLER PARAMETER ADJUSTMENT FUNCTION



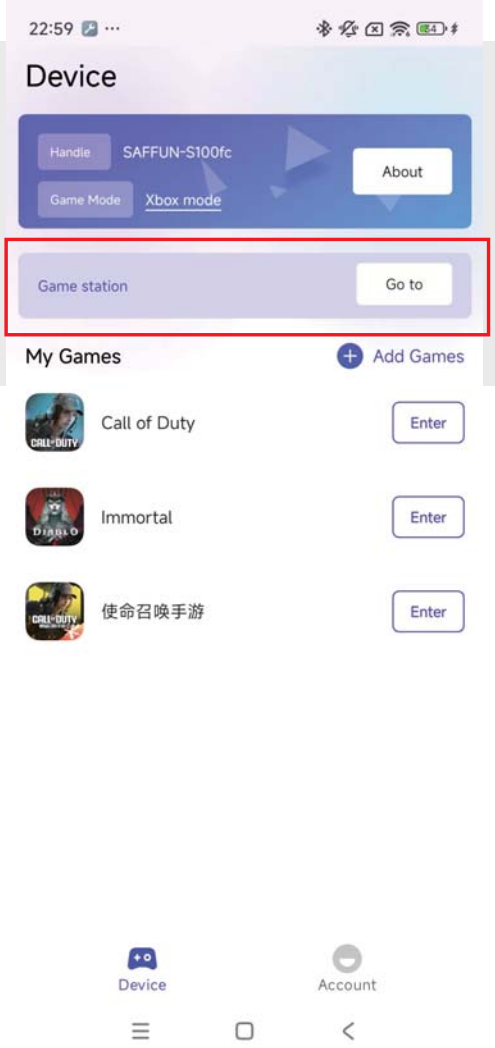

Note: Currently, this function only supports Android 8.0 or above and iOS 13.4 or below when using the MooWii Gaming app.

1) Controller Parameter Adjustment App Download: Search for MooWii Gaming APP in Google Play and the Apple App Store, and download and install the app. After successful installation, open the app and grant the necessary permissions.

2) Method for Adjusting Controller Parameters: Turn on the controller; it can connect in any mode. Enable Bluetooth on your phone and search for devices. Find the device name SAFFUN-S100xx (PS: xx is a random character), click, and pair. Once it shows "Connected," the connection is successful. At this point, the corresponding mode indicator light will keep flashing, and after the adjustment mode, the Bluetooth will automatically reconnect.

3) Open the MooWii Gaming app. If you can see the items [Handle] and [Game Mode], as shown in the image, it indicates that the app has successfully read the controller data. Clicking on the mode name behind [Game Mode] allows you to switch between different controller modes.

4) Example: Using the adjustment feature to set the rapid-fire function of the controller's A button:
Click "GO to" behind [Game station] on the app's main interface to open the adjustment interface.



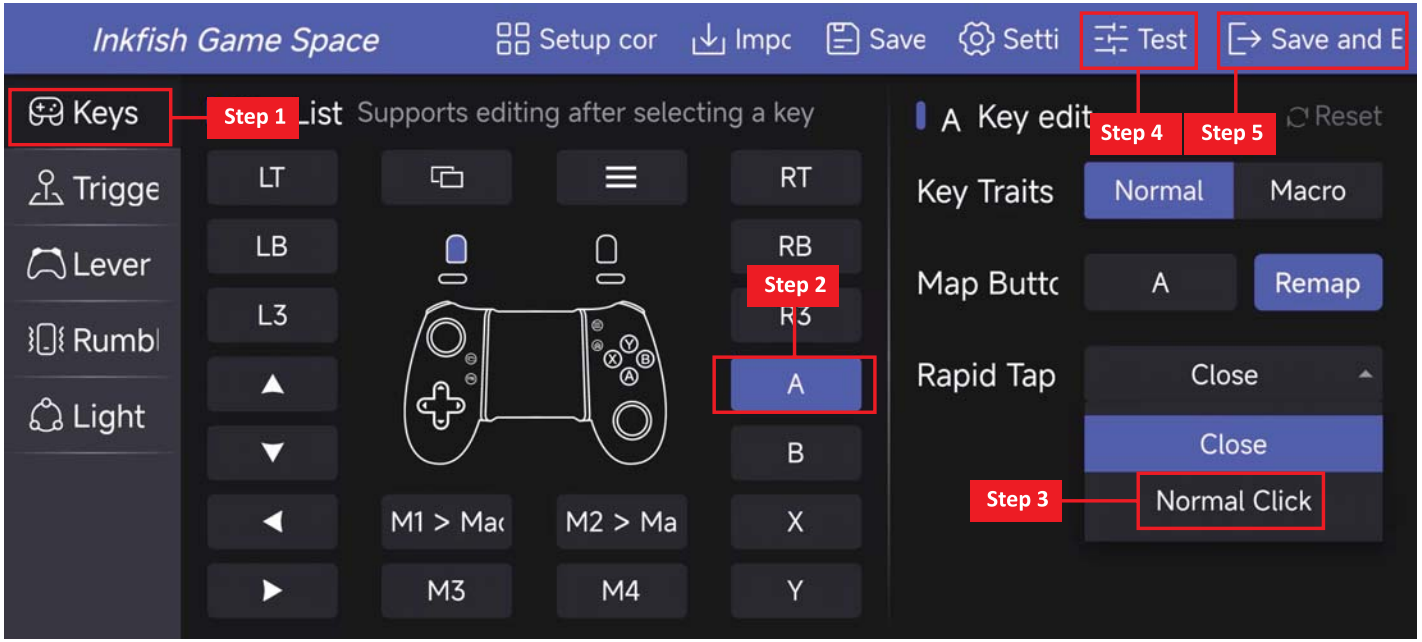

**Step 1:** Click [Keys] →

**Step 2:** Click [A] button →

**Step 3:** Select [Normal Click] and set the rapid frequency →

**Step 4:** Click [Test] to test the setting effect →

**Step 5:** Click [Save and Exit] to return to the normal game Bluetooth connection mode, allowing you to test the rapid effect in the game.



## SPECIFICATIONS

| Mobile Game Stretchable Controller S100 | | | |
|---|---|---|---|
| **Model** | Y-D002-710,<br>Y-D002-710A, 6321 | Charging & Data port | Type-C |
| **Weight** | 200 ± 10g | Charging Voltage | 5V |
| **Size** | 217.5*104*51mm | Charging Current | 500MA |
| **Battery Capacity** | 3.7V/400mAh | Charging Time | About 2H |
| **Standby Time** | Full charge storage<br>≥ 60 days | Operating Current | <30MA |
| **Maximum Stretchable Size** | 6.9 inch(175mm) Width | Operating Time | 6-8H |
| **Package include** | Controller, Manual,<br>Charging Cable | Transmission Distance | ≤10m |

Made in china

## COPYRIGHT NOTICE

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is a registered trademark of United States Corporation【NVIDIA Corp.】.

luna is a registered trademark of United States Corporation【Amazon.com, Inc.】.

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Please note that the ™ and @ symbols do not appear in this document.

RF exposure statement
This equipment complies with the FCC radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

FCC Warning
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.

NOTE 2: Any changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.