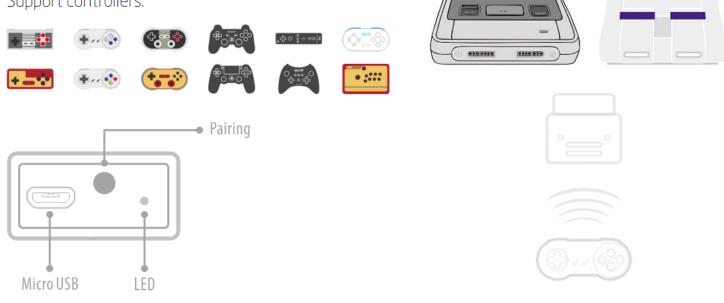
Retro Receiver Instruction Manual

Support controllers:



Note: Because SNES is very sensitive system. Maybe there is current noise when TV at max volume. Depend on the power adapter and TV.

For 8Bitdo controllers:

- (1) Power on 8Bitdo controller (Mode 1) to enter pairing mode.
- (2) Insert Retro Receiver into console and then press the pairing button (the LED will rapidly blink)
- (3) Wait until your Retro Receiver and your 8Bitdo controller's LEDs are both solid blue.
- (4) Your controller is now paired.

For Wii Remote/Wii MotionPlus controller:

- * Wii Remote Europe version will be support at next firmware update.
- (1) Insert Retro Receiver into console and then press the pairing button (the LED will rapidly blink)
- (2) Press the Wii Remote/Wii MotionPlus controller's sync button.
- (3) Wait until your Retro Receiver and your 8Bitdo controller's LEDs are both solid blue.
- (4) To re-sync after powering your console down.

For Wii Remote: press 1 and 2 buttons.

For Wii MotionPlus: press A button.



- (1) Insert Retro Receiver into console and then press the pairing button (the LED will rapidly blink)
- (2) Press your Wii U Pro controller's sync button.
- (3) Wait until your Retro Receiver and your 8Bitdo controller's LEDs are both solid blue.
- (4) For next connection only need to press A button.



- (1) Download and Run 8Bitdo Retro Receiver Tools on your PC (available for Mac (click) and PC (click)
- (2) On your Retro Receiver, hold down the pairing button and connect it to your MAC/PC via USB.
- (3) Connect your PS3 controller to MAC/PC via USB.
- (4) Once your Retro Receiver and PS3 controller are both connected via USB, press the òpairó button in the
- (5) Once pairing is complete, you can insert your Retro Receiver into your console.
- (6) Now press the PS button on your PS3 controller.
- (7) Wait until your Retro Receiver and your 8Bitdo controller's LEDs are both solid blue.
- (8) To re-sync after powering your console down, begin from step 6.



For PS4 controller:

- (1) Insert Retro Receiver into console and then press the pairing button (the LED will rapidly blink)
- (2) Press and hold the PS and Share buttons until the lightbar begins to strobe quickly in double.
- (3) Wait until your Retro Receiver and your 8Bitdo controller's LEDs are both solid blue.
- (4) For next connection only need to press PS button and wait until receiver's LED is solid blue.

FCC STATEMENT:

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.

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

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.

RF warning statement:

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.