

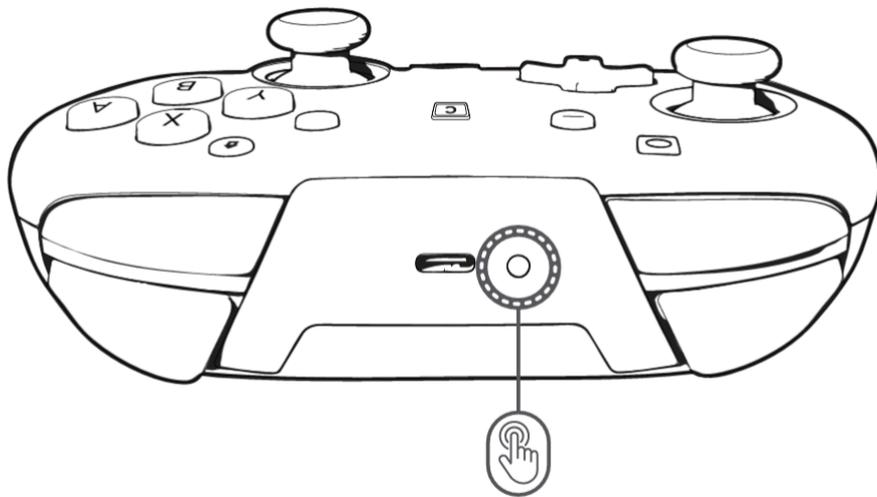
Switch 2 Rematch Wireless Controller - Quick Start Guide

Notice: Before using the controller, we recommend fully charging it as it will only have an hour or two of battery life out of the box.

1. Pairing the Controller

- A. Turn on your Nintendo Switch™ 2 device and press any button on the controller.
- B. If your controller does not automatically connect, it will need to be paired with the device.
- C. Using the Joy-Con™ controllers, navigate to Controllers > Change Grip/Order.
- D. Now, using your controller, press and hold the sync button (at the top of the controller by the charging port) for 3 seconds until it pairs and the player indicator light at the bottom is solid.

Tip: To unpair the controller from the Nintendo Switch 2, hold down the sync button (located at the top of the controller) for at least 1 second.



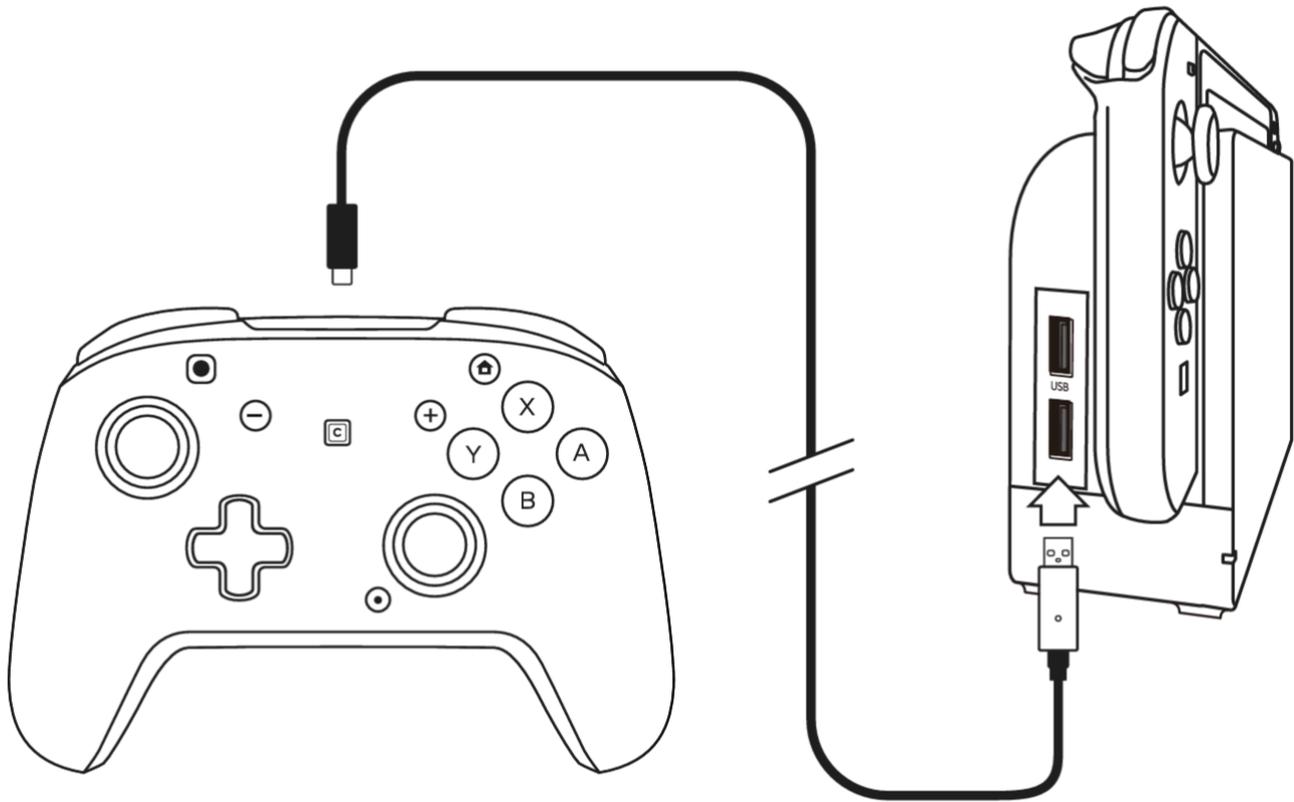
2. Re-connecting the Controller

- A. If the controller is not connecting with the device, but has already been paired, simply go into Controllers > Change Grip/Order.
- B. When prompted, press L and R on your controller to connect.

3. Charging the Controller

- A. When the controller is low on battery, the “function” button’s LED will blink RED every 30 seconds.
- B. Using the included USB-C cable, connect the controller to one of the USB ports on the Nintendo Switch 2 dock.
- C. While charging, the “function” button’s LED will pulse RED. When the controller is fully charged, the LED will turn WHITE.

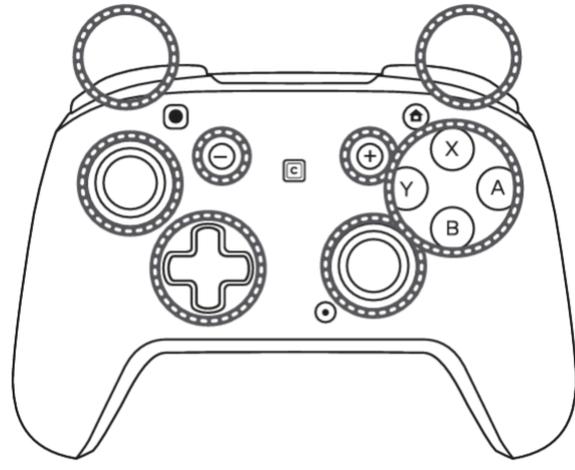
Note: To prevent the controller battery from completely draining out, please charge the controller every 3 months even it’s not in use.



4. Programming the Back Buttons

- A. To program, hold the “function” button and press the back button you’d like to map a control to.
- B. Once the “function” button LED is flashing, press any button on the controller to map that button’s function to the back. The LED will blink quickly 3 times, indicating successful programming.
- C. To clear a mapped function or disable the back buttons completely, hold down the “function” button and double press any back button.

A



B

