

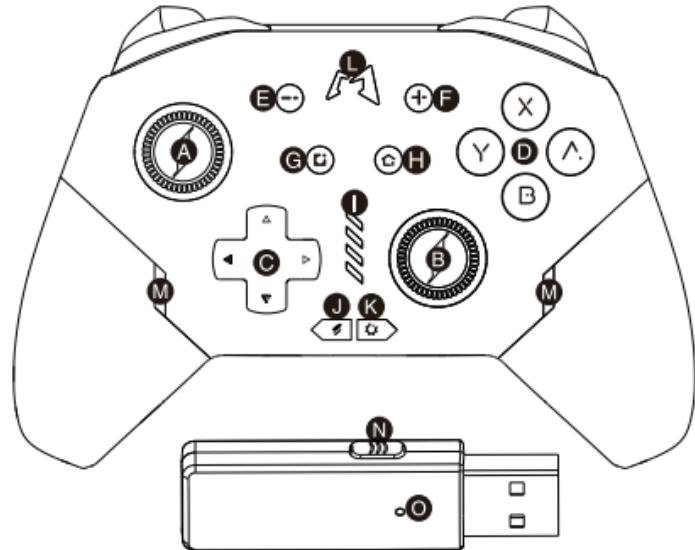
MOGEMYTH  
WARRIOR

魔阁勇士 MG0301

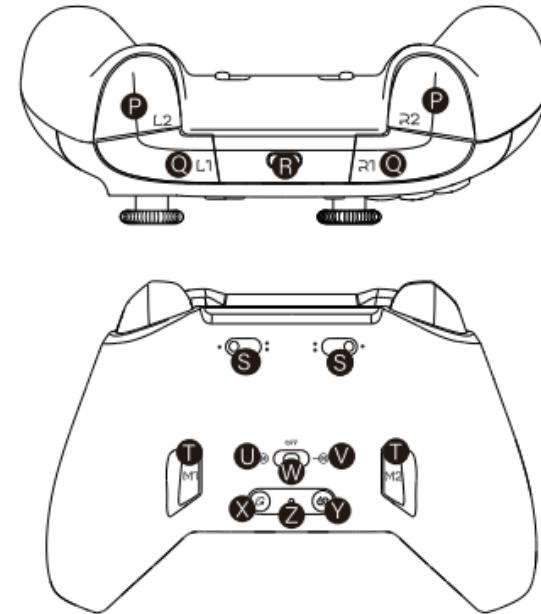
USER MANUAL  
用户手册

# 1. Device Layout

Compatibility: Switch Android 8.0 or above iOS 13 or above Windows 7/8/10



- A Left joystick
- B Right joystick
- C D-Pad
- D ABXY button
- E Minus button
- F Plus button
- G Screenshot button
- H Home button
- I Mode indicators
- J Turbo button
- K Macro programming button
- L NFC button
- M RGB light
- N Receiver pairing button
- O Receiver light



- P L2 R2 button
- Q L1 R1 button
- R Type-C charging port
- S Trigger adjustment switch
- T M1 M2 custom button
- U Asymmetrical rotor motor
- V HD vibration motor
- W Motor turn off button
- X Somatosensory button
- Y Pairing button
- Z Reset hole

## 2. Wirelessly Connect to SWITCH

1. Enter the Switch Home Menu, click 「」 and click “change the grip/order” .
2. Short press the controller 「」, mode indicators blink and enter pairing mode.
3. When the mode indicator LED1 of the controller keeps on, please press 「」 to return to the Home Menu.

Reconnect and wake up the SWITCH

After successful connection, the SWITCH will enter the sleep state.

Please press the HOME button of the controller to reconnect and wake up the SWITCH.



Click the controller icon  
on the Switch Home Menu

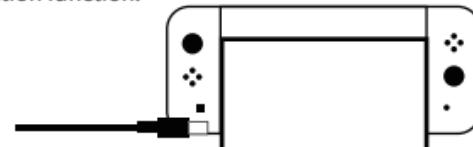


Click “change the grip/order”

## 3. Connect to SWITCH via Type-C Cable

Before using wired connection, please make sure the controller is in the state of boot or sleep and turn on its wired connection function.

1. Connect the controller to SWITCH via Type-C cable.



2. When the mode indicator keeps on, the controller is connected successfully.

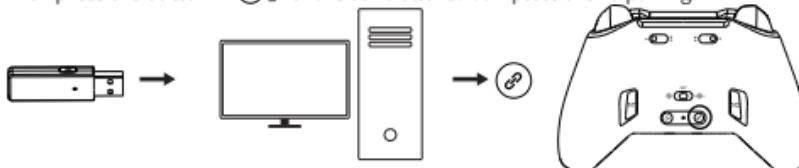
## 4. Connect to Computer via Bluetooth Receiver

1. Plug Bluetooth receiver into the computer USB port and press the receiver pairing button, the receiver indicator will flash quickly.
2. Press the pairing button, the mode indicator blinks and enter pairing mode.
3. The indicator LED1 and LED2 keep on, receiver indicator keeps on, the controller is connected successfully.
4. Next time, when you press the HOME button, the controller will connect to the computer automatically.

Notes: Re-pair the Bluetooth receiver with controller

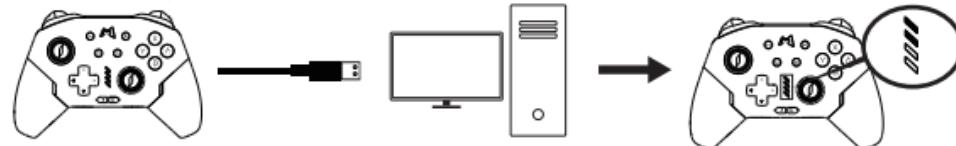
Press the receiver pairing button, the receiver indicator flashes quickly which means the controller enters pairing mode.

Then press the button 「」 of the controller to complete the re-pairing.



## 5. Connect to the Computer via Type-C Cable

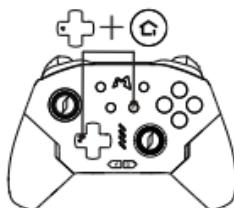
1. Connect the controller to the computer via Type-C cable .
2. The computer will prompt new hardware has been found and connected successfully. When the controller indicator LED1, LED2 keep on, 2.the controller is connected successfully.



With a successful connection, LED1, LED2 keep on.

## 6. Connect to Controller via Android Device

1. When the controller is off, please press left button of  the direction button left button, then press  button, the mode indicator LED2 will flash quickly.
2. Find the Bluetooth “MOBAPAD M9-HD” in your phone and click to connect.
3. With successfully connection, the phone will show “connected” and the controller indicator LED2 keeps on.
4. Next time, when press the HOME button, the controller will connect to the phone automatically.
5. After switching platforms, please press the combination button again to pair the phone.



Mode indicator  
LED2 flashes quickly.



With a successful connection,  
LED2 keeps on.

## 7. Connect to Controller with iOS Device

(Note: iOS version 13 or above)

1. When the controller is off, please press  the direction button right button, then press  button, the mode indicator LED3 will flash quickly.
2. Find the Bluetooth “Xbox Wireless Controller” in your phone and click to connect.
3. With connection successfully, the phone will show “connected” and the controller indicator LED3 keeps on.
4. Next time, when press the HOME button, the controller will connect to the phone automatically.
5. After switching platforms, please press the combination button again to pair the phone.



Mode indicator  
LED3 flashes quickly.



With a successful connection,  
LED3 keeps on.

## 8.Turbo Function

The buttons that can be set as turbo function: A/B/X/Y/L1/L2/R1/R2

Manual turbo state: LOGO light +RGB light, manual click the trigger to flash

Auto turbo state: LOGO light +RGB light, keep flashing automatically

Manual turbo mode	 +Function button	After the first setting, once you press the button you set, a combo will be triggered. Releasing the button, combo will not be triggered.
Auto turbo mode	 +Function button	After the second setting, once you press the button you set, combo will be triggered automatically. Pressing the button again, combo will not be triggered.
Cancel single key turbo mode	 +Function button	After the third setting, the combo will not be triggered.
Cancel all keys turbo mode	long press for 3 seconds 	All the combo setting of the function button will not be triggered.

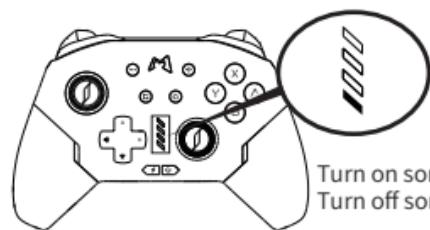
Turbo Level: High, Middle and Low

Level switch	 +  or 	 +  Downshift  +  Upshift
Level indicator		When adjust to low level, the current mode indicator will flash 1 time. When adjust to middle level, the current mode indicator will flash 2 times. When adjust to high level, the current mode indicator will flash 3 times.

## 9.Somatosensory Mapping (Note: Only support PC)

Somatosensory mapping doesn't require game support. Turn on the somatosensory mapping, you can control the direction or the view angle.

Turn on somatosensory function	Press the two combination buttons 「  」 + "L3/R3" to turn on the full-time somatosensory function. (The somatosensory simulation will replace L3/R3). The mode indicator LED4 white light lights up, which indicates the setting is successful. Repeat this operation to exit the mode, and the mode indicator LED4 will be turned off.
Responsive somatosensory function	Press M1/M2+ 「  」 +R3, mode indicator LED4 white light lights up which indicates the setting is successful. Press M1/M2 to turn on responsive somatosensory mapping function, release M1/M2 to turn off responsive somatosensory mapping function. For example: Press M1+ 「  」 +R3, after setting successfully, press "M1" button, the responsive somatosensory function will be turned on, release "M1" button, the responsive somatosensory function will be turned off. Repeat this operation to exit the mode, and the mode indicator LED4 will be turned off. Note: This setting needs to be pressed sequentially, and only the M1/M2 button setting is supported
Clear somatosensory mapping function setting	Long press 「  」 for 3 seconds to clear the somatosensory mapping function setting and restore default setting.



Turn on somatosensory mapping function, LED4 keeps on  
Turn off somatosensory mapping function, LED4 is off.

## 10. Macro programming

The buttons that can be set as macro programming function:

A/B/X/Y/Direction button/L1/L2/L3/R1/R2/R3,

and the joystick

(The joystick only supports 8 directions and does not support analogues.).

Macro programming setting also responds to a single button.

When the macro programming setting is set to the same button as the somatosensory mapping button, the last setting action takes effect.

Manual trigger	Press and hold  for 3 seconds, RGB light and LOGO light will turn purple and keep on. At the same time, click the recording button, after recording completed, press M1/M2 on the back of controller to finish the recording. (When you press M1 button to finish the recording, the macro operation record will be stored in M1 button. When M2 button is pressed, it will be stored in M2 button.) When the LOGO light and RGB light recovery, press M1/M2 button which has been edited macro function to trigger the recording operation.
Cancel single macro programming button	Press  for 3 seconds, controller's light and LOGO light will turn purple. Press M1/M2 button on the back of the controller to cancel the single macro setting (customized button setting will be deleted.).
Shield M1/M2 macro programming buttons	Double click  quickly, the controller will remind with short shock, at this moment, functional button of the back will be blocked. (User's operation records will not be cleared while blocking). Double click  again, the controller will remind with long shock, at this moment, the functions of two customized buttons are restored.

## 11. NFC Function

With built-in NFC function, the controller can active with Amiibo

Methods of Use:

After connecting the Switch with Bluetooth successfully, if the game is Amiibo function supported, you can use Amiibo figurine and activate the corresponding props in the controller MOBAPAD-LOGO.



## 12. Swap Button Position

Keycap replaceable design enables the buttons to be replaced according to button layout of different platforms.



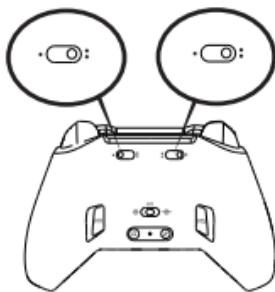
NS Layout  
(Default)



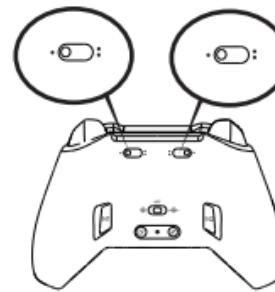
PC Layout

## 13.Trigger Adjustment

L2R2 is trigger supported, you can control the speed in racing games or the strength in the bow games by adjusting the press down range of the switch.



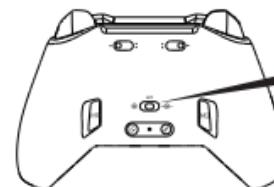
When the trigger switch shows , L2R2 are trigger supported.



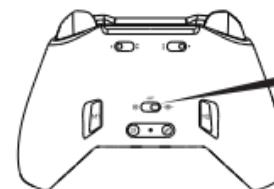
When the trigger switch shows , L2R2 are trigger unsupported .

**Note:**  
The light and right trigger adjustment switches correspond to the trigger adjustment of the left and right L2R2.

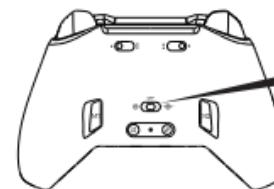
## 14.Vibration Motor Adjustment



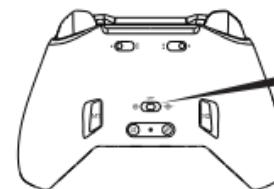
When you slide the switch to the middle side OFF, the controller will turn off the vibration function.



When you slide the switch to the left side, the controller will enter sub-motor working state.



When you slide the switch to the right side, the controller will enter HD vibration motor working state.



When you slide the switch to the right side, the controller will enter HD vibration motor working state.

(HD vibration motor requires game support to show different vibration feedback effects.)

## 15.Charging



- 1.When the controller battery is too low, the middle channel indicators will flash quickly.
- 2.Charging the controller while it's off, the middle channel indicators will flash, logo light and joystick indicators will show breathing lighting effect. Fully charged after 10 seconds, the indicators will automatically turn off.
- 3.Charging the controller while it's working, the middle channel indicators will flash twice, then restores the default lighting effect.

## 16.RGB Light Adjustment

Switch the lighting effects (Cycle)		Lighting effect 1: Single color white (default); Lighting effect 2: Single color blue; Lighting effect 3: Single color red; Lighting effect 4: Single color green; Lighting effect 5: Single color yellow; Lighting effect 6: Single color cyan; Lighting effect 7: Single color pink.
Turn on and turn off the breathing lighting effect		Switch to turn on and turn off the breathing light effects

## 17Shutdown/Auto Sleep

- 1.Long press HOME button for 3 seconds to turn off the controller;
- 2.In the connected state, if the controller is idle for more than 15 minutes, it will automatically shut down;
- 3.In the connectionless state (waiting for connection), if there is no connection for 2 minutes, the controller will automatically shut down.
- 4.With auto sleep or manual shutdown, the controller will wake up if short press the HOME button or connect back to the device that had been successfully connected last time.

### ⚠ Precautions

1.If there is any quality problem with the product, please contact our customer service and register firstly.

Contact: aliceshao@mopaigne.com

Guangzhou Xinxiang Culture Ltd.

Address: Room C02, 6th Floor, 336 Huangpu Avenue, Tianhe District, Guangzhou

2.If you need to return or exchange the product, please ensure that the product is intact (including the outer packing, free gift, instruction, after-sales card, label, etc.) and will not affect the secondary sales.

3.If the product needs to be repaired, please provide the info of the user's name, phone number, address and correctly fill in the after-sales requirements and detailed after-sales reasons. The after-sales card should be sent back with the product.

### Warranty Card

(Warranty Policy: Non-human damages, one year warranty)

User's Name			
Phone Number			
Address			
After-sales Requirement	<input type="checkbox"/> Return	<input type="checkbox"/> Exchange	<input type="checkbox"/> Repair
After-sales Reason			
Order Number			

## 18.FCC Caution.

### (1)§ 15.19 Labelling requirements.

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.

### § 15.21 Changes or modification warning

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

### § 15.105 Information to the user.

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 for Portable device:

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

According to §15.247(e)(i) and §1.1307(b)(1), systems operating under the provisions of this section shall be operated in a manner that ensures that the public is not exposed to radio frequency energy level in excess of the Commission's guidelines.

According to KDB 447498 (2)(a)(i)