

JACKNIFE GAMER
MINI CLIP-ON GAMEPAD

Technical Specs

Bluetooth version: 5.0 Wireless range: 10m

Type: 12 buttons gamepad Gaming time: Up to 30 hours Standby time: Up to 120 hours Charging time: Approx 30 minutes

Gamepad battery: 250mAh Gamepad weight: 42g (1.5oz)

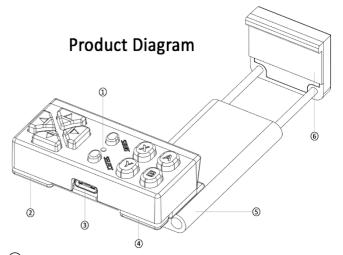
Gamepad size: 64mm x 29mm x 27mm (2.5" x 1.4" x 1")

Charging type: USB-C

Package includes: 1x JKG gamepad

1x mini-USB to USB-C adapter

1x User manual



- 1 Indicator LED
- 2 Left bumper button
- 3 USB-C charging port
- 4 Right bumper button
- 5 Foldable arm
- 6 Extendable phone clip

Jacknife Gamer Mini-gamepad User Manual

For more detailed information about the gamepad, please visit: www.jacknifegamer.com/info

ON/OFF and Connection:

Press and hold "START" for 3 seconds to turn the gamepad ON or OFF. Gamepad will immediately go into Bluetooth pairing mode or attempt to connect to a previous device.

Select "Jacknife Gamer" in the phone's Bluetooth menu to complete pairing. The gamepad will automatically connect to this phone the next time it is turned on.

To pair Jacknife Gamer to another phone, turn off Bluetooth on the old phone before turning on Jacknife Gamer. If Jacknife Gamer cannot detect the old phone, it will automatically attempt to pair to a new phone.

Jacknife Gamer will **turn off** if inactive for 15 minutes

Buttons:

Jacknife Gamer gamepad has the standard UP/DOWN/LEFT/RIGHT, START, SELECT, A/B/X/Y buttons on the front. The bumper buttons LB/RB are located in the back to be pressed by the ring fingers when the gamepad is clipped to the phone.

Battery charge:

When battery level is low, the center LED will blink and Jacknife Gamer will turn off automatically after 5 seconds.

Recharge Jacknife Gamer with the USB-C cable of the phone charger for approximately 30 minutes.

If phone charging cable has a Mini-USB cable, use the included Mini-USB to USB-C adapter.

Phone attachment:

To attach the Jacknife Gamepad to a phone, unfold the arm clip and wrap the clip to the back of the phone in landscape orientation.

Patent granted (2020): USA, Canada, China Patent pending: EPO
Model #: IKG2022A FHVIN: 20220926A

Product code: JKG2022A

FCC Requirement

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