EN

Instruction Manual

Thank you for purchasing this product.
Before use, please read the instruction manual carefully.
After reading, please keep the manual for reference.

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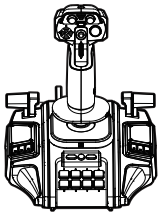
Compatible Software

https://stores.horiusa.com/spf-034/compatibility/

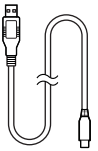
Caution Parents / Guardians:
Please read the following information carefully.

- This product contains small parts. Keep away from children under 3 years old.
- Keep this product away from small children or infants. Seek medical attention immediately if any small parts are swallowed.
- This product is for indoor use only.
- Please use this product where the room temperature is 0-40°C (32-104°F).
- Keep the product away from dusty or humid areas.
- Do not use this product if it has been damaged or modified.
- Do not get this product wet. This may cause an electric shock or malfunction.
- Do not place this product near heat sources or leave under direct sunlight for an extended period. Overheating may cause malfunction.
- Do not use this product with a USB hub. The product may not function properly.
- Do not insert the USB plug into socket-outlets.
- Do not touch the metal parts of the USB plug.
- Do not pull the cable to unplug the controller from the PC. Doing so may cause the cable to break or become damaged.
- Keep the USB connector away from foreign matter or dust. It may cause electric shock, malfunction, or contact failure. Use a dry cloth to wipe off any foreign matter or dust.
- Be careful not to get your foot caught on the cable. Doing so may cause bodily injury or damage to the cable.
- Do not bend the cables roughly or use the cables while they are bundled.
- Long cord. Strangulation hazard. Keep away from children under 3 years old.
- Do not apply strong impact or weight on the product.
- Do not disassemble, modify or attempt to repair this product.
- If product needs cleaning, use only a soft dry cloth. Do not use any chemical agents like benzene or thinner.
- The packaging and instruction manual must be retained since it contains important information.
- The normal function of the product may be disturbed by strong electro-magnetic interference. If so, simply reset the product to resume normal operation by following the instruction manual (How to Connect). In case the function does not resume, please relocate to an area which does not have electro-magnetic interference to use the product.
- We are not responsible for any accidents or damages in the event of use other than the intended purpose.
- Keep your hands and clothing away from the product's moving parts to avoid injury.

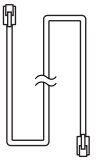
Contents



Flight Stick × 1



USB Cable
(USB-A to USB-C™) × 1



Modular Cable × 1



Instruction Manual × 1

Compatibility

PlayStation®5 console, PlayStation®4 console

Important

Before using this product, please read the instruction manuals for the software and console hardware to be involved in its use.

Please check that your console is updated to the latest system software.

An internet connection is required to update the PS5® console and PS4® console to the latest system software.

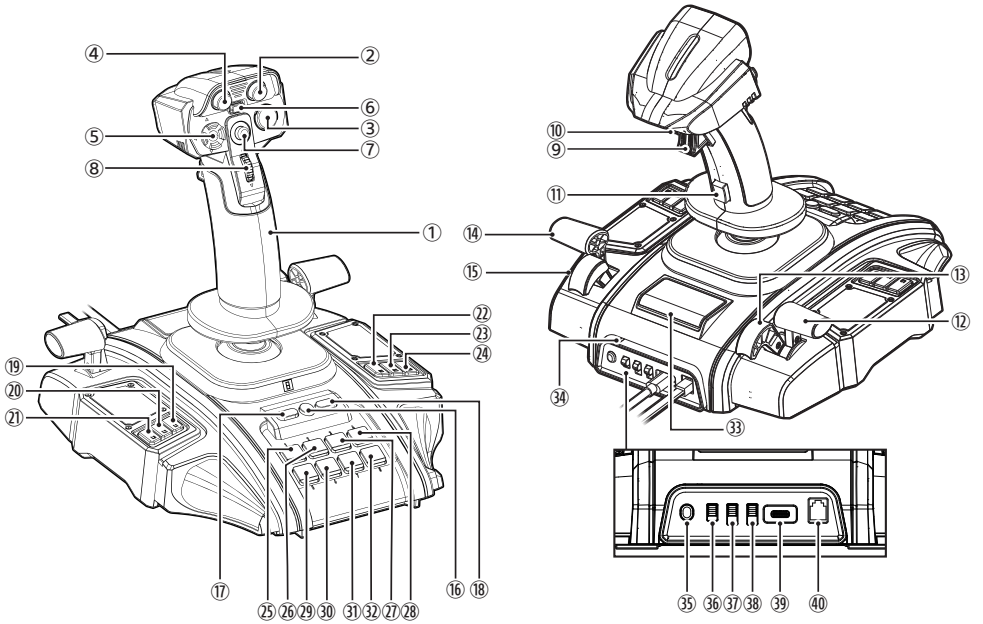
This user manual focuses on use with the console, but this product can also be used on a PC following the same instructions.

PC*

*PC compatibility not tested nor endorsed by Sony Interactive Entertainment.

Supported OS	Windows 11	
Input Method	XInput	✓
	DirectInput	✓
System Requirements	USB-A Port	

Layout and Features



Control Stick

	PS5®	PS4®	PC	
			[Flight Mode] (DirectInput)	[Gamepad Mode] (XInput)
①	Control Stick [Flight Mode] Flight Stick [Gamepad Mode] Directional Control: L Stick Twist Control: L1 Button / R1 Button	Control Stick [Flight Mode] Flight Stick [Gamepad Mode] Directional Control: L Stick Twist Control: L1 Button / R1 Button	Directional Control: L Stick Twist Control: Rotational Input	Directional Control: L Stick Twist Control: L Button / R Button
②	△ Button	△ Button	Button 1	Y Button
③	○ Button	○ Button	Button 2	B Button
④	□ Button	□ Button	Button 3	X Button
⑤	Directional Buttons	Directional Buttons	Directional Buttons (POV)	Directional Buttons (D-Pad)
⑥	L3 Button + R3 Button	L3 Button + R3 Button	Button 8	L Stick Button + R Stick Button
⑦	Analog Stick: R Stick	Analog Stick: R Stick	X/Y Rotation	R Stick
	Analog Stick Press: R3 Button	Analog Stick Press: R3 Button	Button 5	R Stick Button
⑧	Scroll Wheel: Unassigned	Scroll Wheel: Unassigned	Up: Button 25 Down: Button 26	Unassigned
	Scroll Wheel Click: Touch pad Button	Scroll Wheel Click: Touch pad Button	Button 27	View Button
⑨	✕ Button	✕ Button	Button 4	A Button
⑩	L1 Button + R1 Button	L1 Button + R1 Button	Button 6	L Button + R Button
⑪	L2 Button + R2 Button	L2 Button + R2 Button	Button 7	L Trigger + R Trigger

Base Unit

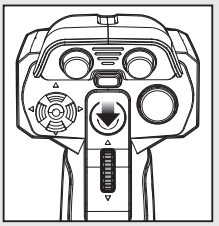
	PS5®	PS4®	PC	
			[Flight Mode] (DirectInput)	[Gamepad Mode] (XInput)
⑫	Throttle Lever (L) [Flight Mode] Acceleration [Gamepad Mode] R2 Button	Throttle Lever (L) [Flight Mode] Acceleration [Gamepad Mode] R2 Button	Z Rotation	R Trigger
⑬	Brake Lever (L) [Flight Mode] Deceleration [Gamepad Mode] L2 Button	Brake Lever (L) [Flight Mode] Deceleration [Gamepad Mode] L2 Button	Slider 2	L Trigger
⑭	Throttle Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Throttle Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Z Axis	Unassigned
⑮	Brake Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Brake Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Slider 1	Unassigned
⑯	(PS) Button	(PS) Button	Button 28	HOME Button
⑰	(create) Button	SHARE Button	Button 23	View Button
⑱	☰ (options) Button	OPTIONS Button	Button 24	Menu Button
⑲	L1 Button	L1 Button	Button 9	L Button
⑳	L2 Button	L2 Button	Button 11	L Trigger
㉑	L3 Button	L3 Button	Button 13	L Stick Button
㉒	R1 Button	R1 Button	Button 10	R Button
㉓	R2 Button	R2 Button	Button 12	R Trigger
㉔	R3 Button	R3 Button	Button 14	R Stick Button
㉕	Custom Button 1*	Custom Button 1*	Button 15	Unassigned
㉖	Custom Button 2*	Custom Button 2*	Button 16	Unassigned
㉗	Custom Button 3*	Custom Button 3*	Button 17	Unassigned
㉘	Custom Button 4*	Custom Button 4*	Button 18	Unassigned
㉙	Custom Button 5*	Custom Button 5*	Button 19	Unassigned
㉚	Custom Button 6*	Custom Button 6*	Button 20	Unassigned
㉛	Custom Button 7*	Custom Button 7*	Button 21	Unassigned
㉜	Custom Button 8*	Custom Button 8*	Button 22	Unassigned

Rear of Flight Stick

㉝	Touch pad / Touch pad Button	Touch pad / Touch pad Button	Touch pad: Unassigned Touch pad Button: Button 29	Unassigned

㉞	ASSIGN LED	㊳	Hardware Toggle Switch [PS5® / PS4® / PC]
㉟	ASSIGN Button	㊴	USB Type-C™ Port
㊱	Mode Toggle Switch [Flight Mode / Gamepad Mode]	㊵	Modular Port
㊲	Profile Toggle Switch [1 / 2 / 3]		

*The Custom Button requires button mapping before it can be used. It has no function by default.



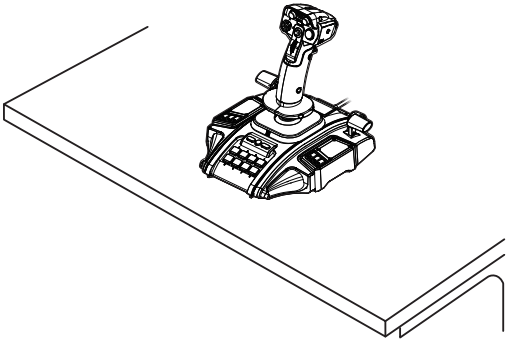
Touch Pad Button Function

For an optimal gameplay experience in *ACE COMBAT 8: WINGS OF THEVE*™, the Touch Pad Button is assigned to the Dial Click function by default.

In-game, the Touch Pad Button is assigned to toggle the radar map display, allowing you to quickly check the battlefield without taking your hands off the Control Stick or Throttle Lever.

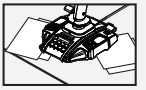
How to Set Up

When using the product on a desk

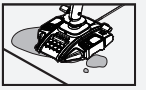


Please read before setup

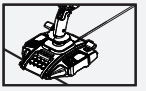
Do not place the product in an unstable position as shown below. Doing so may cause the product to fall, resulting in damage or injury.



Object Underneath



Wet Surface

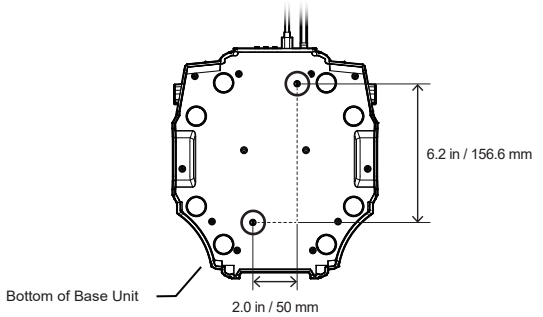


Overhanging the Edge

Mounting to a Cockpit Setup

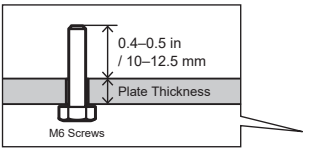
*A separately sold cockpit setup and M6 screws of the specified length are required for installation.

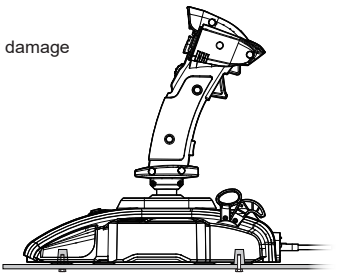
*Secure the product using standard M6 screws in the mounting holes shown below.



Compatible M6 Screw Lengths

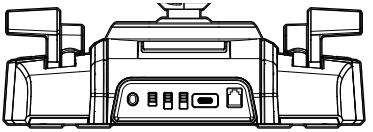
*Using screws longer than specified may damage internal components of the flight stick.

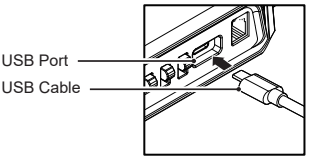




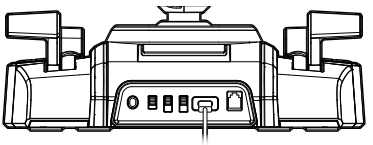
How to Connect

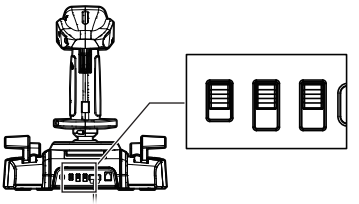
1 Connect the USB-C™ end of the cable to the flight stick's USB Type-C™ port.





2 Set the toggle switches to the appropriate setting (see below).





① Hardware Toggle Switch

Set based on hardware.



PlayStation®5 console



PlayStation®4 console



PC

② Mode Toggle Switch

Switches between Flight Mode and Gamepad Mode.



Flight Mode

Flight Mode provides more precise stick control.
Some games may not support Flight Mode.



Gamepad Mode

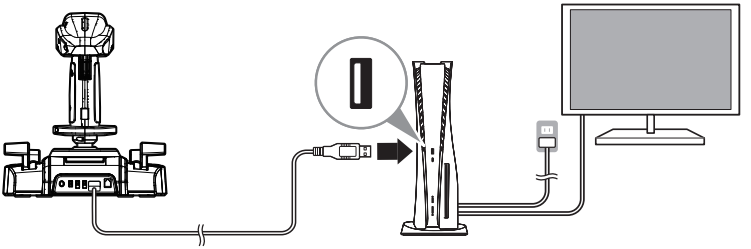
If Flight Mode is not supported, switch to this mode according to the game you are playing.

3

Connect the included USB Cable to PlayStation®5, PlayStation®4, or PC.

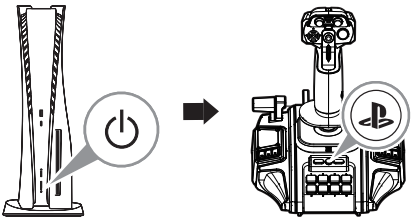
*Do not use this product with a USB hub or extension cable.

*The connection diagram uses the CFI-1000 series as an example and illustrates how to connect to the front USB Type-A port.



4

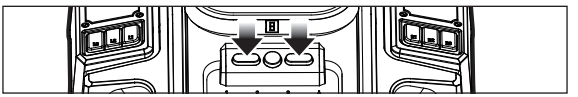
Turn on the console, then press the ⏻ (PS) Button on the Controller to log in.



If the Flight Stick does not operate properly

- Reconnect the Flight Stick by following steps **1** through **3**.
- Try performing Calibration Mode.

① While the USB Cable is connected, press and hold the ⎍ (create) Button and ☰ (options) Button at the same time.



② When the LED turns red, calibration will begin.

③ Move each Throttle Lever fully forward, then fully backward.

④ Pull each Brake Lever fully toward you, then release it.

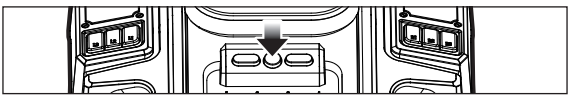
*Perform Steps ③ and ④ on both the left and right levers.

⑤ Move the Flight Stick fully forward, backward, left, and right, then rotate it through one full revolution.

⑥ Twist the Flight Stick fully to the left and right.

After completing all of the above steps, press the ⏻ (PS) Button. If calibration is successful, the LED will return to its original color.

*Do not press the ⏻ (PS) Button until all calibration steps (①–⑥) have been completed. Pressing the button before completing the procedure may result in improper operation.



Dual-stick Link Function

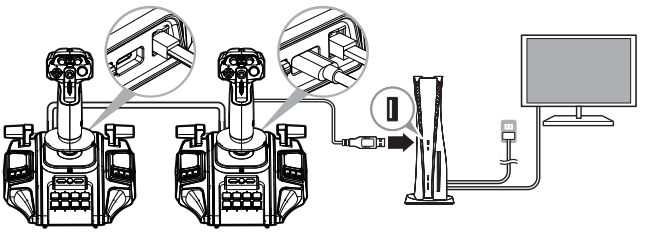
Two units of this product can be connected using the included modular cable, allowing them to function as a single device.
*Only one unit is included with this product. To use two units, a second unit must be purchased separately.

How to Set Up

1 Prepare two units of this product.
*For the purposes of this manual, they will be referred to as Unit A (Right) and Unit B (Left).

2 Connect Unit A (Right) and Unit B (Left) using the modular cable.

3 Connect Unit A (Right) to the hardware via USB.
*When Unit A (Right) and Unit B (Left) are connected using the Modular Cable, connecting either unit via USB will disable the Dual-Stick Link Function.
*Unit A (Right) is the controller for right-hand operation, and Unit B (Left) is the controller for left-hand operation.
*ASSIGN settings cannot be configured while using the Dual-Stick Link Function. ASSIGN settings configured before using the Dual-Stick Link Function will be retained.
*The connection diagram uses the CFI-1000 series as an example and illustrates how to connect to the front USB Type-A port.



Button Assignment

After the modular connection is established, the button settings for Unit A (Right) and Unit B (Left) will automatically switch. The changed button settings after switching are as follows.

Unit A (Right)

PS5®	PS4®	PC	
		[Flight Mode] (DirectInput)	[Gamepad Mode] (XInput)
Control Stick Directional Control: R Stick Twist Control: L1 Button / R1 Button	Control Stick Directional Control: R Stick Twist Control: L1 Button / R1 Button	Directional Control: X/Y Rotation Twist Control: Rotation A	Directional Control: R Stick Twist Control: L Button / R Button
Analog Stick: R Stick	Analog Stick: R Stick	X/Y Rotation	R Stick
Analog Stick Press: R3 Button	Analog Stick Press: R3 Button	Button 5	R Stick Button
Directional Buttons	Directional Buttons	Directional Buttons (POV)	Directional Buttons (D-Pad)

Base Unit

PS5®	PS4®	PC	
		[Flight Mode] (DirectInput)	[Gamepad Mode] (XInput)
Throttle Lever (L) [Flight Mode] Acceleration [Gamepad Mode] R2 Button	Throttle Lever (L) [Flight Mode] Acceleration [Gamepad Mode] R2 Button	Z Rotation	R Trigger
Brake Lever (L) [Flight Mode] Deceleration [Gamepad Mode] L2 Button	Brake Lever (L) [Flight Mode] Deceleration [Gamepad Mode] L2 Button	Slider 2	L Trigger
Throttle Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Throttle Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Z Axis	Unassigned
Brake Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Brake Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Slider 1	Unassigned

Unit B (Left)

PS5®	PS4®	PC	
		[Flight Mode] (DirectInput)	[Gamepad Mode] (XInput)
Control Stick [Flight Mode] Flight Stick [Gamepad Mode] Directional Control: L Stick Twist Control: L1 Button / R1 Button	Control Stick [Flight Mode] Flight Stick [Gamepad Mode] Directional Control: L Stick Twist Control: L1 Button / R1 Button	Directional Control: L Stick Twist Control: Rotation B	Directional Control: L Stick Twist Control: L Button / R Button
Analog Stick: Flight Stick / L Stick	Analog Stick: Flight Stick / L Stick	L Stick	L Stick
Analog Stick Press: L3 Button	Analog Stick Press: L3 Button	Button 57	L Stick Button
Directional Buttons	Directional Buttons	Up: Button 53 Right: Button 54 Down: Button 55 Left: Button 56	Directional Buttons (D-Pad)

Base Unit

Throttle Lever (L) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Throttle Lever (L) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Z Rotation	Unassigned
Brake Lever (L) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Brake Lever (L) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Slider 2	Unassigned
Throttle Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Throttle Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Z Axis	Unassigned
Brake Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Brake Lever (R) [Flight Mode] Unassigned [Gamepad Mode] Unassigned	Slider 1	Unassigned

*In PC Mode and Flight Mode, the buttons on Unit A (Right) and Unit B (Left) operate as independent buttons. Buttons 1–29 are assigned to Unit A (Right), and buttons 49–81 are assigned to Unit B (Left).
*In PC Mode and Flight Mode, the twist input of each stick is recognized independently when using the Dual-Stick Link Function.
*In PC Mode and Flight Mode, the Throttle Levers and Brake Levers on Unit A (Right) and Unit B (Left) share the same input value. If both levers are operated simultaneously, the larger input value takes priority.

Assign Function

You can remap the function of buttons using this feature.

Programmable buttons

○ Button / ✕ Button / △ Button / □ Button / Directional Buttons (Up / Down / Left / Right) / R Stick (Click) / L1 Button + R1 Button / L2 Button + R2 Button / L3 Button + R3 Button / L1 Button / R1 Button / L2 Button / R2 Button / L3 Button / R3 Button / Throttle Lever (L) / Throttle Lever (R) / Brake Lever (L) / Brake Lever (R) / Custom Button 1–8 / Dial (Scroll Up/Down / Click)

Assignable Functions

PS5® / PS4®

○ Button / ✕ Button / △ Button / □ Button / Directional Buttons (Up / Down / Left / Right) / L1 Button / R1 Button / L2 Button / R2 Button / L3 Button / R3 Button / Touch pad Button / ⎍ (create) Button / ☰ (options) Button / Unassigned

PC [Flight Mode] (DirectInput)

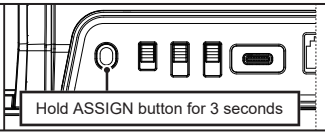
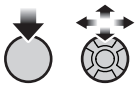
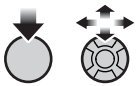
Button 1–29 / POV (Up / Down / Left / Right) / Z Axis / Z Rotation / Slider 1 / Slider 2

PC [Gamepad Mode] (XInput)

A Button / B Button / X Button / Y Button / D-Pad (Up / Down / Left / Right) / L Button / R Button / L Trigger / R Trigger / L Stick Button / R Stick Button / View Button / Menu Button

Before setting up the Assign Function

Pull the Left and Right Throttle Levers fully toward you, and make sure the Left and Right Brake Levers are fully released before performing the setup.

	Operation	LED Status	Setting Status
①	 Hold ASSIGN button for 3 seconds	ASSIGN LED Blinks slowly	
②	Move the button or directional button whose function you want to change.  When assigning the Throttle Lever, move it fully forward, then pull it back to the fully backward position. 	ASSIGN LED Blinks quickly	**Start setting** *Button inputs are disabled during setting.
③	Press the button or directional button corresponding to the function you want to assign to the button selected in Step ②. 	ASSIGN LED On	**Finish setting** To assign a function to an Unassigned Button, press and hold the ⎍ (create) Button for 3 seconds.

・The following buttons cannot be assigned:
PS5® / PS4®: ⏻ (PS) Button / Touch pad / ASSIGN Button
PC (X-input): HOME Button / ASSIGN Button

*If you do not perform step ② after ① , the ASSIGN LED will turn off after four seconds and assignment mode will automatically end.
*When the ASSIGN LED turns on, it indicates that a button is remapped and will stay until button function is reset to default.
*The settings will remain saved even after turning off or removing the USB cable from the PS5® console, PS4® console, or PC.

Dual Assign Function

By using the Dual Assign Function, you can assign two additional functions to the buttons below.

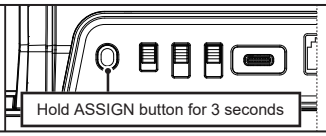
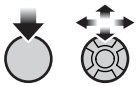
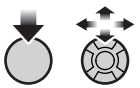
Programmable buttons

Custom Button 1–8

Assignable Functions

PS5® / PS4® ○ Button / ✕ Button / △ Button / □ Button / Directional Buttons (Up / Down / Left / Right) / L1 Button / R1 Button / L2 Button / R2 Button / L3 Button / R3 Button
PC [Flight Mode] (DirectInput) Button 1–29 / POV (Up / Down / Left / Right)
PC [Gamepad Mode] (XInput) A Button / B Button / X Button / Y Button / D-Pad (Up / Down / Left / Right) / L Button / R Button / L Trigger / R Trigger / L Stick Button / R Stick Button

Before setting up the Assign Function
Pull the Left and Right Throttle Levers fully toward you, and make sure the Left and Right Brake Levers are fully released before performing the setup.

	Operation	LED Status	Setting Status
①		ASSIGN LED Blinks slowly	
②	Move the button or directional button whose function you want to change. 	ASSIGN LED Blinks quickly	**Start setting** *Button inputs are disabled during setting.
③	Press the two buttons or directional buttons corresponding to the function you want to assign to the button selected in Step ② simultaneously. 	ASSIGN LED On	**Finish setting** To assign a function to an Unassigned Button, press and hold the ﾍﾘ (create) Button for 3 seconds.

・The following buttons cannot be assigned:
PS5® / PS4®: (PS) Button / Touch pad / ASSIGN Button
PC (Xinput): HOME Button / ASSIGN Button

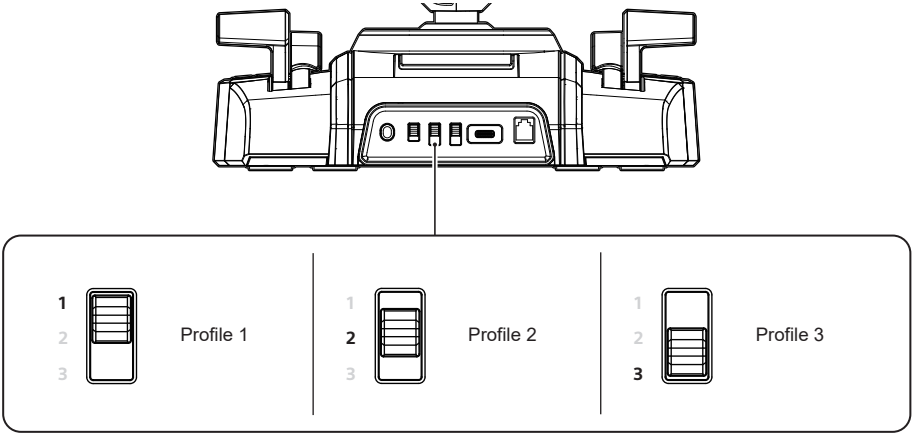
*If you do not perform step ② after ① , the ASSIGN LED will turn off after four seconds and assignment mode will automatically end.
*When the ASSIGN LED turns on, it indicates that a button is remapped and will stay until button function is reset to default.
*The settings will remain saved even after turning off or removing the USB cable from the PS5® console, PS4® console, or PC.

How to Reset buttons Individually
For step ③, press the same button from step ② to individually reset buttons to default.

How to Reset All Buttons
For step ②, pressing the (PS) Button will disable all assigned functions.

Profile

Profiles can save settings such as the ASSIGN Function. Use the dial to save up to 3 profiles.



*The Assign (Button Assignment) function reset applies only to the profile currently selected during the reset.

HORI Control Center App

Customize button assignments and other functions to your preference using the app. (PC required)

■ Download App

https://stores.horiusa.com/spf-034/app/

Supported OS	Windows 11
System Requirements	USB-A Port, Internet Connection

Troubleshooting

If this product does not function as desired, please check the following:

① Cannot connect the DualSense® Wireless Controller / DUALSHOCK®4 Wireless Controller

Please power off the console and turn it on again.

② Pushing the (PS) Button does not turn on the console

Pressing the (PS) Button will not power on the console. Please power on the console normally before use.

PS5® console → Push the power button on the PlayStation®5 console or press the (PS) Button on the DualSense® wireless controller that is paired to the console. Then press the (PS) Button on the controller and log in to use.

PS4® console → Push the power Button on the PlayStation®4 console or press the (PS) Button on the DUALSHOCK®4 wireless controller that is paired to the console. Then press the (PS) Button on the controller and log in to use.

③ Controller is responsive on the Home Screen, but not during gameplay

On the console, the controller does not function if you sign in with a different account than the one you selected when starting the software.

On this product, select the same user account that was used to start the software.

Please note that this product may not function with console software.

④ The product is unresponsive after turning on the console by pressing the (PS) Button on the DualSense® wireless controller or DUALSHOCK®4 wireless controller

If the console is turned on with the (PS) Button on the DualSense® wireless controller or DUALSHOCK®4 wireless controller, make sure you sign in using the DualSense® wireless controller or DUALSHOCK®4 wireless controller. From the Home Screen, push the (PS) Button on the product to sign in with the product.

⑤ Hardware Select Switch is not functioning properly

Please check the Hardware Toggle Switch. When using the console, change the switch to “PS5” or “PS4” accordingly. Set the Hardware Toggle Switch before connecting to the console. The product may not work properly if the switch is changed while connected to the console.

⑥ Controller is not responding even when pushing the (PS) Button

Please make sure that the Hardware Select Switch is set to the correct hardware.

- Please check that your console is updated to the latest system software.
- On the console, the controller does not function if you sign in with a different account than the one you selected when starting the software. Please sign in with the controller into the same account that was used to start the software. Please note that this product may not function with some console software.

PS5® console → Use the DualSense® wireless controller to set up the console.

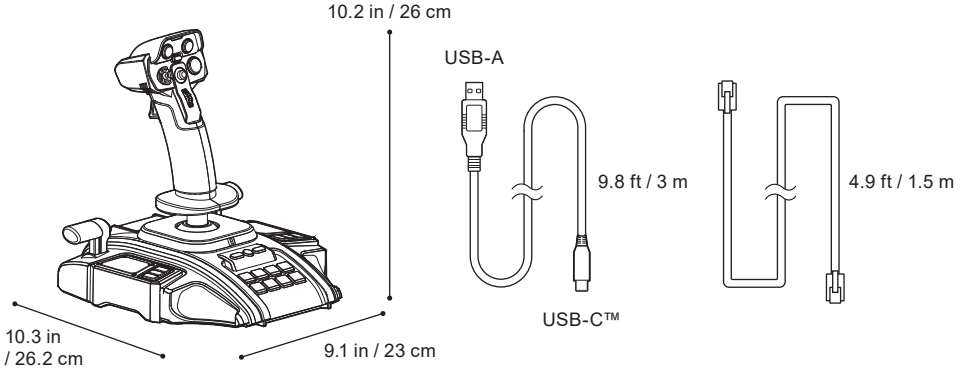
PS4® console → Use the DUALSHOCK®4 wireless controller to set up the console.

Need help with this product?
Please visit this website for support.

https://stores.horiusa.com/spf-034/support/

Specifications

2.42 lbs / 1.1 kg



・The controller does not have the following functions:
・Adaptive triggers ・Motion sensor function ・Haptic Feedback ・Microphone ・Speaker ・Light bar ・Player indicator
・Headset Jack

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

THE FCC WANTS YOU TO KNOW
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.

CAN ICES-003(B) / NMB-003(B)
This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Simplified Declaration of Conformity
Hereby, HORI declares that this product is in compliance with Directive 2014/53/EU. The full text of the EU declaration of conformity is available at the following internet address:
https://horieurope.com/consumer-information/

For UK:
Hereby, HORI declares that this product is in compliance with the relevant statutory requirements. The full text of the declaration of conformity is available at the following internet address:
https://horieurope.com/consumer-information/

PRODUCT DISPOSAL INFORMATION
Where you see this symbol on any of our electrical products or packaging, it indicates that the relevant electrical product or battery should not be disposed of as general household waste in Europe. To ensure the correct waste treatment of the product and battery, please dispose of them in accordance with any applicable local laws or requirements for disposal of electrical equipment or batteries. In so doing, you will help to conserve natural resources and improve standards of environmental protection in treatment and disposal of electrical waste.

HORI warrants to the original purchaser that our product purchased new in its original packaging shall be free of any defects in both material and workmanship for a period of one year from the original date of purchase. If the warranty claim cannot be processed through the original retailer, please contact HORI customer support.

For customer support in North America and Latin America, please use our customer support form:
https://stores.horiusa.com/support/

For customer support in Europe, please email info@horiuk.com

Warranty Information:
For North America, LATAM, Australia: https://stores.horiusa.com/policies/

For Europe & Middle East:
https://horieurope.com/policies/

Actual product may differ from image.
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