# Instruction Manual

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

## Table of Contents


Caution ..... 2
Included ..... 3
Platform ..... 3
Layout ..... 4
How to Connect ..... 5
Motion Aim Function ..... 6
- What is Motion Aim? ..... 6
- How to set up Motion Aim ..... 7
- Motion Aim Sensitivity ..... 8
- Quick Motion Aim ..... 9

Adjustable analog stick sensitivity ..... 12
- Snipe Mode ..... 12
- Quick Mode ..... 13

Turbo Functions ..... 14
- How to use the Turbo Functions ..... 14
- How to change Turbo Speed ..... 15
- Quick Turbo ..... 15

Assign Mode ..... 16
Headphone/Mic Jack ..... 18
Volume Controls ..... 18
Mic On/Off ..... 19
Download App ..... 19
Main Features ..... 19

# Caution

* Please check that your Nintendo Switch™ is updated to the latest system firmware.
* This product does not support the following features.

・Gyroscope ・Accelerometer ・IR Motion Camera ・Player LED ・HD Rumble
・HOME Button Notification LED ・NFC

**⚠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.
- Long cord. Strangulation hazard.
- 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 touch the metal parts of the USB plug.
- Do not apply strong impact or weight on the product.
- Do not pull roughly or bend the cable of 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.
- Do not use this product for anything other than its intended purpose. We are not responsible for any accidents or damages in the event of use other than the intended purpose.

# Included

Controller ×1

# Platform

## Nintendo Switch

Important

Before using this product with the Nintendo Switch, please read the following instructions carefully.
Please check that your Nintendo Switch™ is updated to the latest system firmware.

* An internet connection is required to update the Nintendo Switch™ system firmware.
* A PC and internet connection is required to download and use the companion app.

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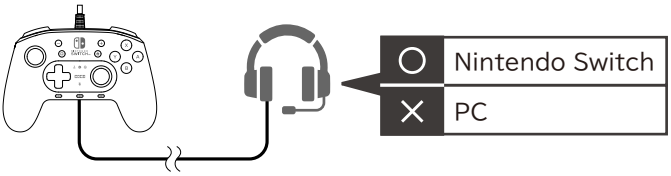
## PC (XInput)

| | |
|---|---|
| Supported OS | Windows®10 |
| Input Standard | XInput |
| System requirements | USB Port(Type-A), Internet Connection |

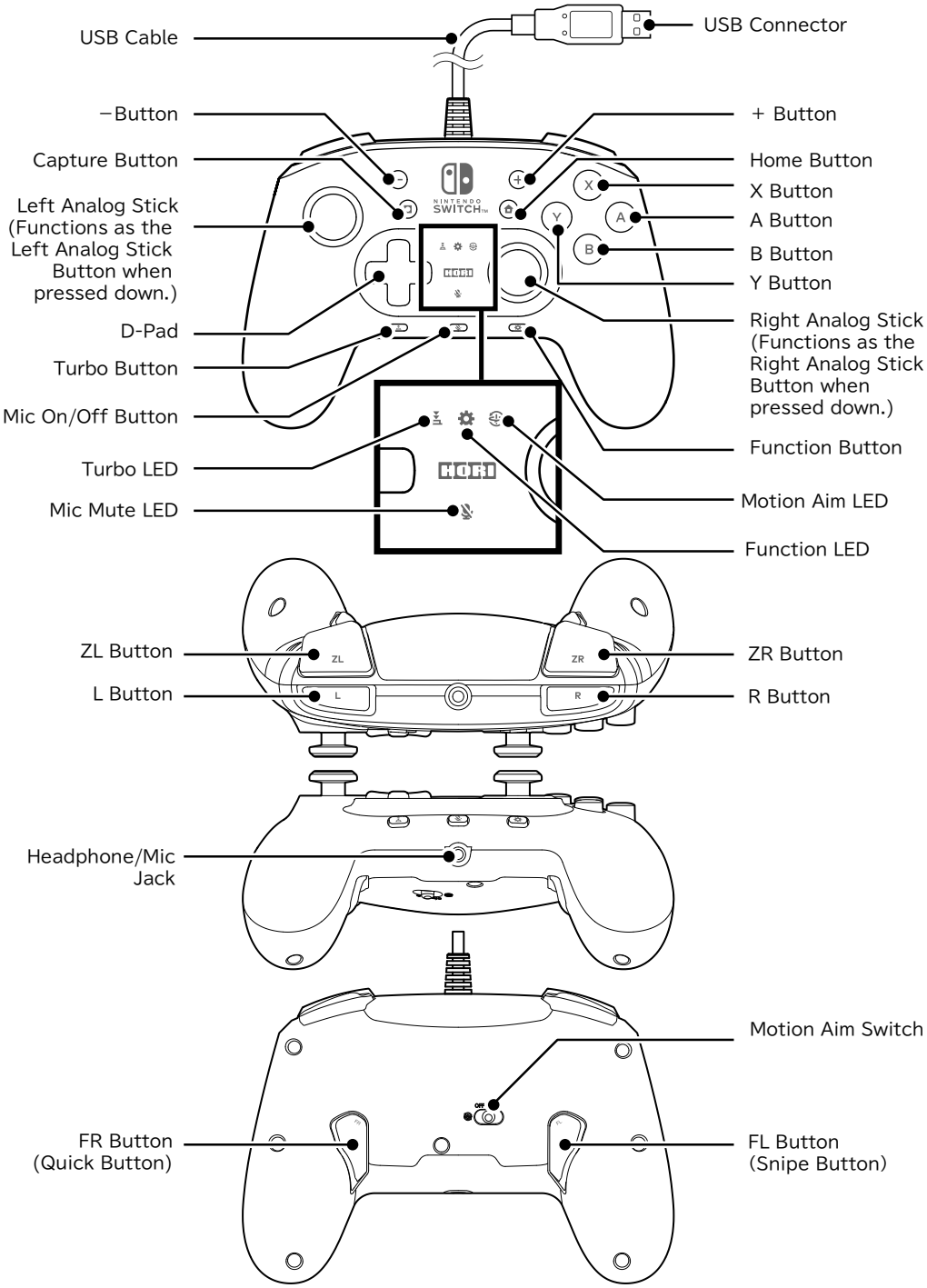
* Functions as PC controller through XInput. This product does not support DirectInput.

### Compatible Headsets

The headphone jack cannot be used when using this product with a PC.

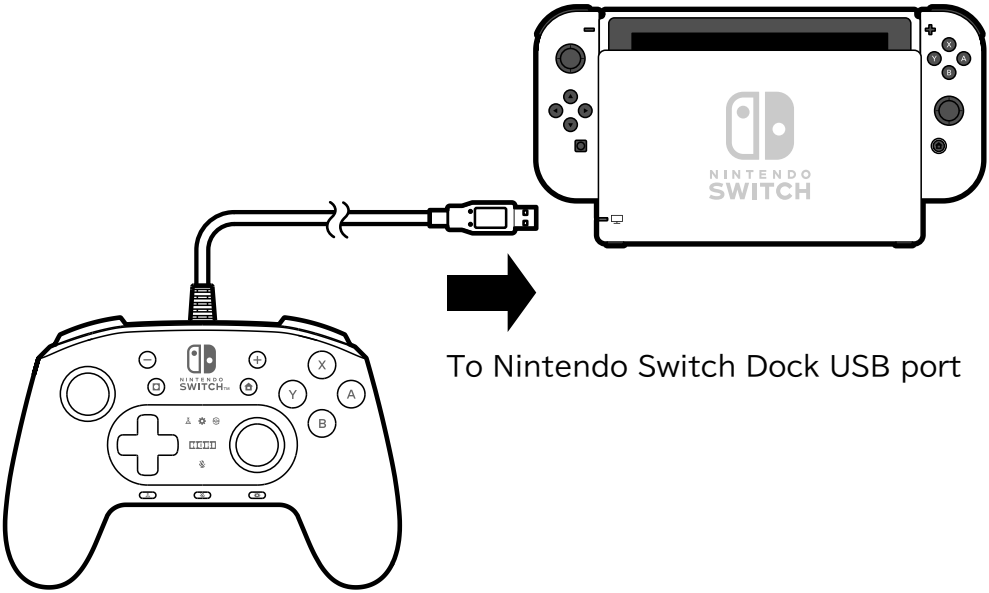


# Layout


USB Cable
USB Connector
−Button
+ Button
Capture Button
Home Button
Left Analog Stick (Functions as the Left Analog Stick Button when pressed down.)
X Button
A Button
B Button
Y Button
D-Pad
Right Analog Stick (Functions as the Right Analog Stick Button when pressed down.)
Turbo Button
Mic On/Off Button
Function Button
Turbo LED
Motion Aim LED
Mic Mute LED
Function LED
ZL Button
ZR Button
L Button
R Button
Headphone/Mic Jack
Motion Aim Switch
FR Button (Quick Button)
FL Button (Snipe Button)

# How to Connect

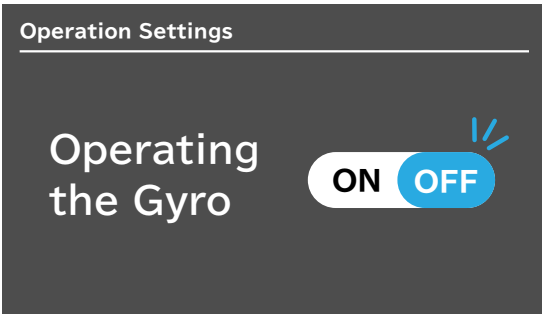
Insert the USB connector of the controller to the USB port of the Nintendo Switch Dock.




* Do not touch the Left Analog Stick / Right Analog Stick or any other button when connecting the USB plug.

## In-game settings

The Motion Aim function is different from the gyro sensor / acceleration sensor on the Joy-Con™ and Nintendo Switch Pro controller.
This product may not operate properly if the gyro setting in game is turned ON.
Turn OFF the gyro setting in game before using this product with a game that supports the gyro function.




* Image for illustrative purposes only.

# Motion Aim

## O What is Motion Aim?

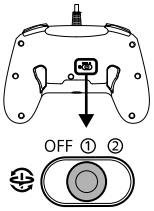
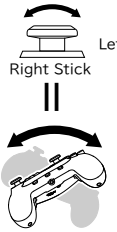
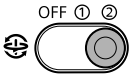
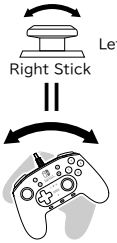
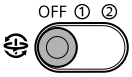
Motion Aim allows the Right Analog Stick input to be controlled by tilting the controller.
Use the Motion Aim function to fine tune precise aiming and movements.

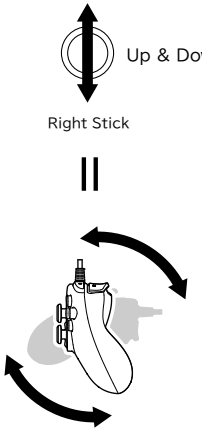
* The Motion Aim function is different from the gyro sensor/ acceleration sensor on the Joy-Con™ and Nintendo Switch Pro controller.
* It is possible to assign functions to the Left Analog Stick by using the companion App.

Go to the next page for set up instructions.

# 【Motion Aim Function Settings】

There are two modes for Motion Aim control. One is for tilting left or right when the controller is held vertically, the other is for tilting left and right when the controller is held horizontally.

| Position of the Motion Aim Switch | LED Status | Settings |
|---|---|---|
|  | Motion Aim LED (Blue)<br> <br>LED On *1 | **Motion Aim Function ①**<br>  |
|  | <br>LED On *1 | **Motion Aim Function ②**<br>  |
|  | <br>LED Off | Disable the Motion Aim function. |




The up and down motions are operated the same in both modes, by tilting the controller forward and backward.

*1 The Motion Aim LED (blue) will be lit when in use.

# ◆ Motion Aim Sensitivity

Motion Aim sensitivity can be adjusted to three levels.

* By default, the Motion Aim sensitivity is set to Level 2 (Normal).

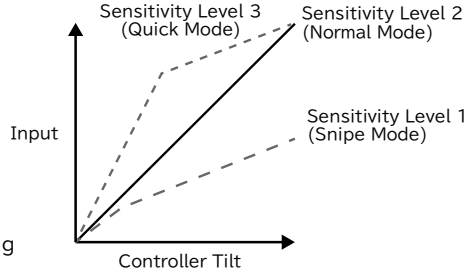
Fast

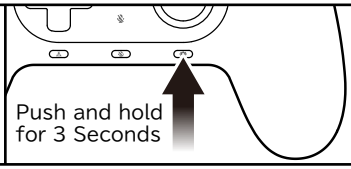
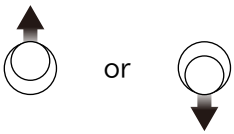
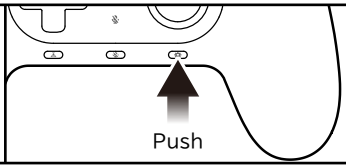
**Level 3(Quick Mode)**
Highest sensitivity
Effective for quick aiming and movements, such as for short-range aiming.

**Level 2(Normal)**
This is the default sensitivity.

**Level 1(Snipe Mode)**
Lowest sensitivity.
Allows precise aiming and movement for long range aiming.

Slow




| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Push and hold for 3 Seconds | Function LED (Red): Slow Blinking<br>Motion Aim LED (Blue): LED Off | Start Settings<br>* While setting functions, all buttons on the controller will not respond. |
| ② |  Move the Left Analog Stick up or down *1 | Move the Left Analog Stick up or down to change the sensitivity by one level. | |
| | | Function LED (Red): Slow Blinking<br>Motion Aim LED (Blue): 3 Blinks | Level 3(Quick Mode) |
| | | Function LED (Red): Slow Blinking<br>Motion Aim LED (Blue): 2 Blinks | Level 2(Normal)<br>* This sensitivity level is set by default. |
| | | Function LED (Red): Slow Blinking<br>Motion Aim LED (Blue): 1 Blink | Level 1(Snipe Mode) |
| ③ |  Push | Function LED (Red): LED Off<br>Motion Aim LED (Blue): LED On *2 | Settings complete |

*1 The Left Analog Stick must be returned to the neutral position before changing the setting again.
*2 The Motion Aim LED (Blue) will be lit when in use.
If settings are adjusted while the Motion Aim selector Switch is set to "OFF", the motion aim LED (Blue) turns off in step ③.
* If no buttons are pressed at ① and if the Lelft Analog Stick is not moved up or down for more than 4 seconds at ②, the Function LED (Red) will switch off and the settings function will close.
* Sensitivity will be set for both Mode 1 and Mode 2. * Settings will be saved even if the controller is unplugged.

# Quick Motion Aim Function

If one of the butons is set as Quick Motion Aim, the Motion Aim Function will be active during that button usage even if the Motion Aim Function is turned off.

* The Motion Aim Function and Quick Motion Aim Function cannot be used simultaneously.

**Configurable Buttons**

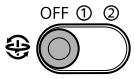
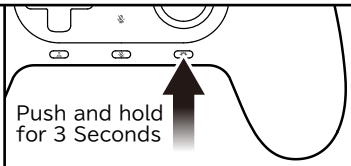
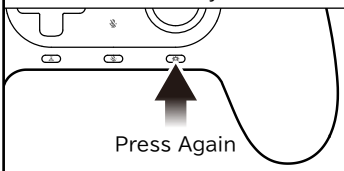
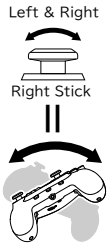
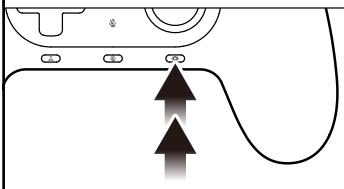
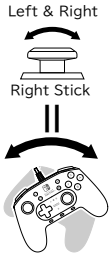
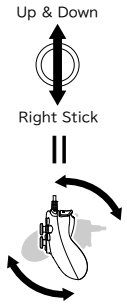
| L Button / R Button / ZL Button / ZR Button / FL Button / FR Button |
|---|

* If you set the Quick Motion Aim Function on a button, the button will be used in combination with the original function.
  If you want to use only the Quick Motion Aim Function with the set button and not the original function, use the Assign function (p. 16) to assign the original function to NC (button does not respond).

* The Quick Motion Aim Function cannot be set to multiple buttons. Quick Motion Aim Function will be set only to the last selected button.

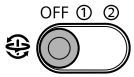
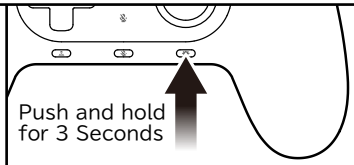
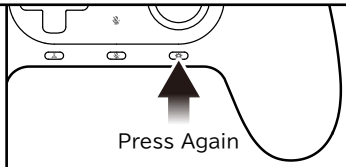
See the following page for set up instructions.

# 【How to set up Quick Motion Aim】

| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Motion Aim Switch OFF*1 | Function LED (red) LED Off<br>Motion Aim LED (Blue) LED Off | Disable the Motion Aim function. |
| ② |  Push and hold for 3 Seconds | Slow Blinking<br>LED Off | Start Settings<br>* When setting Motion Aim sensitivity, all buttons on the controller will not respond. |
| ③ | There are two modes for Motion Aim control. One is for tilting left or right when the controller is held vertically, the other is for tilting left and right when the controller is held horizontally. | | |
| |  Press Again | Slow Blinking<br>Slow Blinking |  |
| | or | | |
| |  Press 2 more times | Flashes Quickly<br>Flashes Quickly |  |
| | | |  The up and down operations are the same for both modes. |
| ④ | Push the button that you want to set the Quick Motion Aim Function to. | LED On *2<br>LED On *2 | Settings complete<br>* The function will be set to the button that was pressed last if multiple buttons are pressed. |

*1 If you set the Motion Aim Switch to ① or ②, the Quick Motion Aim Function will become diasbled but the Motion Aim Function will operate normally.
*2 The Function LED (Red) and the Motion Aim LED (Blue) will stay on as long as the Quick Motion Aim Function is set to a button.
* If 4 seconds have passed without pressing any buttons in ② or ③, the Function LED (Red) and the Motion Aim LED (Blue) will automatically turn off and the setting functions will close.
* Settings will be saved even if the controller is unplugged.

# 【How to Disable the Quick Motion Aim Function】

| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Motion Aim Switch OFF*1 | Function LED (Red) LED On / Motion Aim LED (Blue) LED On | The Quick Motion Aim Function is set to one of the buttons. |
| ② |  Push and hold for 3 Seconds | Slow Blinking / LED Off | Start Settings<br>* While setting functions, all buttons on the controller will not respond. |
| ③ |  Press Again | Slow Blinking / Slow Blinking | |
| ④ | Press the button that is assigned as the Quick Motion Aim Function.<br>or<br> Press the HOME button. | LED Off *2 / LED Off | Settings complete |

*1 The Quick Motion Aim Function can only be disabled when the Motion Aim Switch is OFF.
If the Motion Aim Switch is switched to ①or ②, the Quick Motion Function will not be disabled and the Motion Aim Function will always be available.

*2 The Function LED (Red) will stay lit while the button function assignment of one or more buttons is changed from the default by the button Assign Mode function.

* If 4 seconds have passed without pressing any buttons in ② or ③, the Function LED (Red) and the Motion Aim LED (Blue) will automatically light up and the setting functions will close.

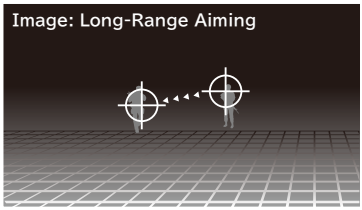
* Settings will be saved even if the controller is unplugged.

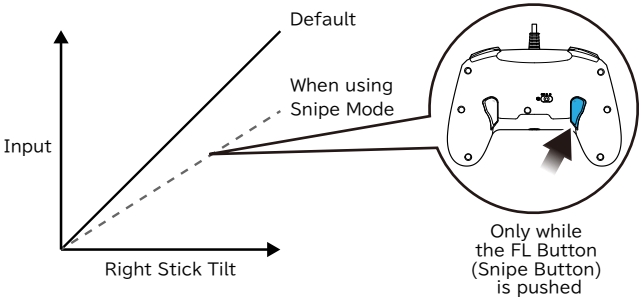
# Adjustable analog stick sensitivity

## Snipe Mode

While pressing the FL Button (Snipe Button), the sensitivity of the Right Analog Stick will decrease.
This is useful for precise long-range aiming or making precise movements.

* While pressing the Snipe Button, even if the Right Analog Stick is titled to the max, the controller will not input more than the set sensitivity.
* It is possible to assign functions to the Left Analog Stick by using the companion App.




## ◆ Snipe Mode Sensitivity

Adjust the sensitivity of the Right Analog Stick by pressing the FL Button (Snipe Button) and selecting one of the three levels listed below.

* By default, the sensitivity is set to Level 2.

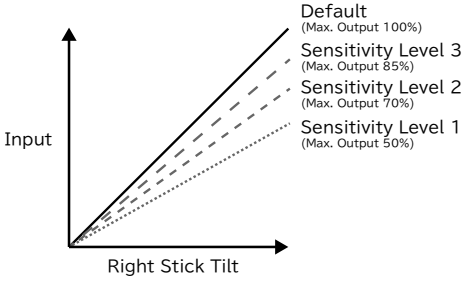
Fast

**Stick Sensitivity Level 3 (Max. Output 85%)**
Slightly lowered sensitivity.

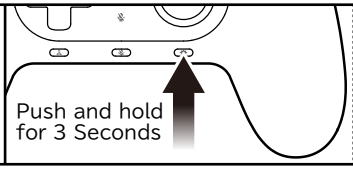
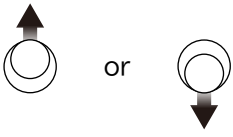
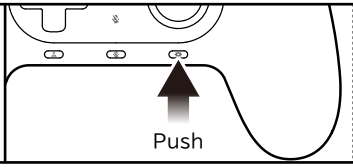
**Stick Sensitivity Level 2 (Max. Output 70%)**
Moderately lowered sensitivity.
This sensitivity level is set by default.

**Stick Sensitivity Level 1 (Max. Output 50%)**
Greatly lowered sensitivity.

Slow




See following page for set up instructions.

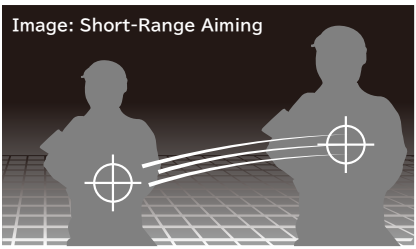
| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Push and hold for 3 Seconds | Turbo LED (Green): LED Off<br>Function LED (Red): Slow Blinking | Start Settings<br>* While setting functions, all buttons on the controller will not respond. |
| ② |  or  Move the Right Analog Stick up or down *1 | Move the Right Analog Stick up or down to change the sensitivity by one level. | |
| | | 3 Blinks Slow Blinking | Stick Sensitivity 3 (Max Input 85%) |
| | | 2 Blinks Slow Blinking | Stick Sensitivity 2 (Max Input 70%)<br>* This sensitivity level is set by default. |
| | | 1 Blink Slow Blinking | Stick Sensitivity 1 (Max Input 50%) |
| ③ |  Push | LED Off *2 LED Off | Settings complete |

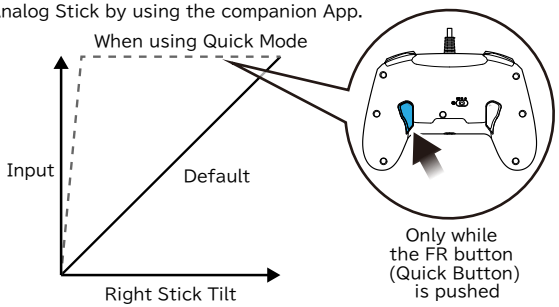
*1 The Right Analog Stick must be returned to the neutral position before changing the setting again.
*2 If the Turbo LED (Green) does not turn off, it means at least one button has Turbo or Turbo Hold enabled.
* If 4 seconds have passed without moving the Right Analog Stick up or down in ②, all LEDs will automatically turn off and the setting functions will close.
* Settings will be saved even if the controller is unplugged.

# Quick Mode

While holding the FR Button (Quick Mode Button), moving the Right Analog Stick even a little enables the same input as when the Right Analog Stick is tilted to the maximum input. Effective for quick aiming and movements, such as for short-range aiming.

* Quick Mode is not applied to Motion Aim.
* It is possible to assign functions to the Left Analog Stick by using the companion App.



# Turbo Functions

## How to use the Turbo Functions

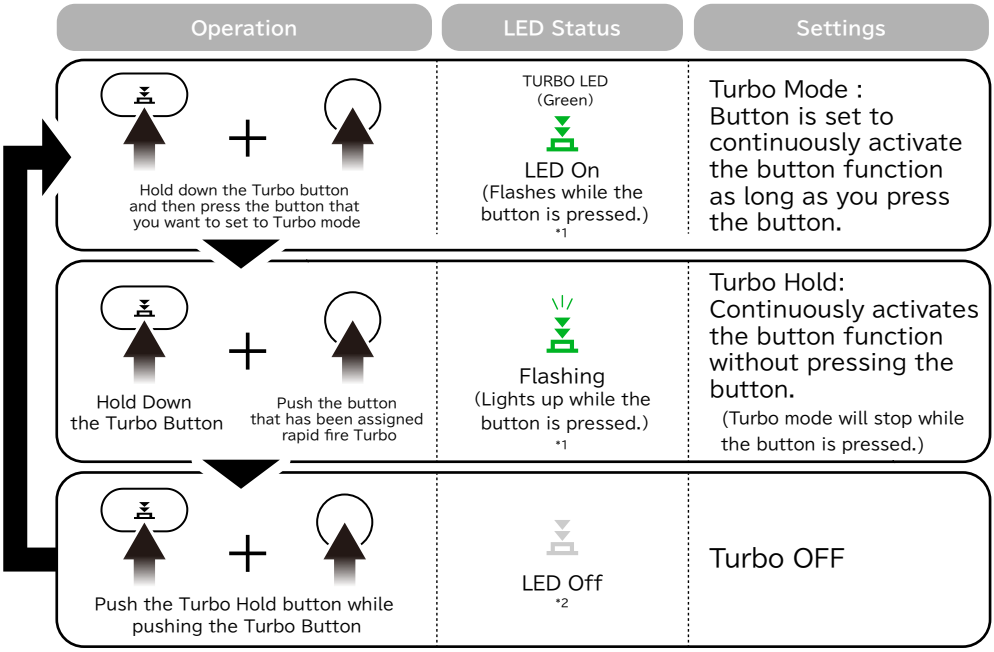
The Turbo Hold function allows continuous rapid fire without having to hold the button. The Turbo and Turbo Hold Function can be set to multiple buttons.

**The following buttons can be set to Turbo or Turbo Hold mode:**

A Button / B Button / X Button / Y Button / D-Pad (Up/Down/Left/Right) / L Button / R Button / ZL Button / ZR Button / LSB Button / RSB Button

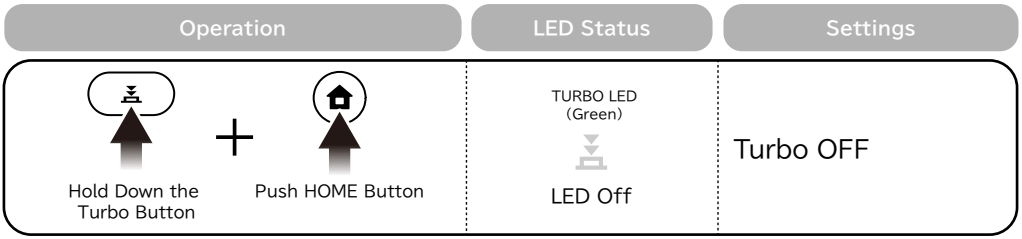
* If the above button functions are assigned to the FL or FR Button, the Turbo function can be assigned to the FL or FR buttons.
* The D-Pad directions are not compatible with the Turbo Hold mode, and can only be set to Turbo Mode.
* Turbo Function may not function as desired for all software titles.
* If the game is exited by pressing the HOME button, the Turbo Function will be disabled. It will need to be reset when the game is reopened.

### 【How to set up Turbo Function】




*1 The Turbo LED (Green) will flash at a rate corresponding to the Turbo speed.
*2 The Turbo LED (Green) will stay lit or blinking when other buttons are using Turbo Mode or Turbo Hold.

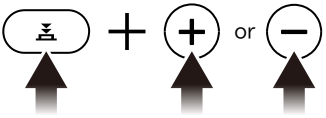
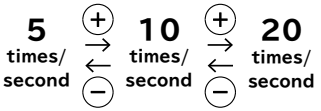
### 【Turn off all Turbo / Turbo Hold settings】



# ◆ How to change Turbo Speed

You can adjust the Turbo mode to 3 different speeds.

* Turbo speed is set to 10 times/second by default.

| Operation | LED Status | Settings |
|---|---|---|
|  Hold Down the Turbo Button / Push the + or – Button | The Turbo LED will flash at a rate corresponding to the Turbo speed for 2 seconds. |  While holding down the Turbo Button, press the + Button to increase the speed by one level or press the – Button to decrease the speed by one level. |



* The selected Turbo speed is the same for Turbo Mode, Turbo Hold, and Quick Turbo.
* Settings will be saved even if the controller is unplugged.

# Quick Turbo

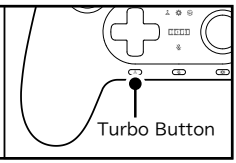
While pushing the Quick Turbo Button*1 and any of the following buttons, it will activate the button function continuously.
Quick Turbo is useful when needing to use continuous button function in specific game situations.

**The following buttons can be set to Turbo or Turbo Hold mode:**

A Button / B Button / X Button / Y Button / D-Pad/ L Button / R Button / ZL Button / ZR Button / LSB Button / RSB Button

* If the above button functions are assigned to the FL or FR Button, the Turbo function can be assigned to the FL or FR buttons.

*1 Quick Turbo is not assigned to any button by default. To assign the Quick Turbo Button to another assignable button, press the Turbo Button in ③ of How to Assign Button Functions.



# Assign Mode

The assignable buttons can be assigned to following assignable functions.

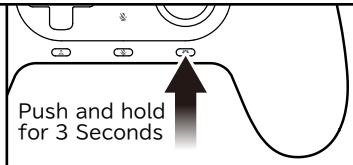
### Assignable Buttons

A Button / B Button / X Button / Y Button / D-Pad (Up/Down/Left/Right) / L Button / R Button / ZL Button / ZR Button / LSB Button / RSB Button / - Button / + Button / FL Button / FR Button

### Assignable Functions

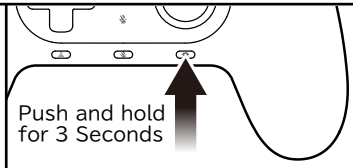
A Button / B Button / X Button / Y Button / D-Pad (Up/Down/Left/Right) / L Button / R Button / ZL Button / ZR Button / LSB Button / RSB Button / - Button / + Button / FL Button / FR Button / Quick Turbo Button / NC (Button stops responding)

## 【How to Assign Button Functions】

| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Push and hold for 3 Seconds | Function LED (Red) Slow Blinking | Start Settings * While setting functions, all buttons on the controller will not respond. |
| ② | Press the button you want to assign a function to. | Flashes Quickly | The button of the function you want to change is selected. |
| ③ | To assign the function, press the button of the function you want to assign to in ②. or Press and hold the Capture Button for 3 seconds (to set NC (disabled)) | LED On *1 | The function is assigned to the button pressed in ②, or it is set to NC (button stops responding) and the setting functions close. |

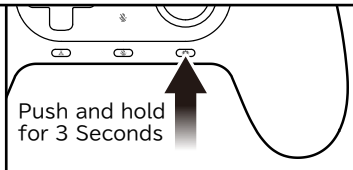
*1 The Function LED (Red) is always on while button functions are changed from default.
* If 4 seconds have passed without pressing any buttons in ① or ②, the Function LED (Red) will automatically turn off and the setting functions will close.
* If multiple buttons were pressed in ③, the function of the last button pressed will be assigned.
* Settings will be saved even if the controller is unplugged.

## Return One Button Function to Default

| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Push and hold for 3 Seconds | Function LED (Red) Slow Blinking | Start Settings * When setting Motion Aim sensitivity, all buttons on the controller will not respond. |
| ② | Press the button you would like to return to default twice |  LED Off *1 | The button function is set to default and the setting function close. |

*1 The Function LED (Red) will remain lit if there are other buttons that are still assigned functions different from their default function.
* If 4 seconds have passed without pressing any buttons in ①, the Function LED (Red) will automatically turn off and the setting functions will close.
* Settings will be saved even if the controller is unplugged.

## 【Return all Buttons to Default】

| | Operation | LED Status | Settings |
|---|---|---|---|
| ① |  Push and hold for 3 Seconds | Function LED (Red) Slow Blinking | Start Settings * When in Setting mode, all buttons on the controller will not respond. |
| ② | Press the HOME button |  LED Off | All button funtions will return to default settings and the setting functions will close. |

* If 4 seconds have passed without pressing any buttons in ①, the Function LED (Red) will automatically turn off and the setting functions will close.
* Settings will be saved even if the controller is unplugged.

# Headphone/Mic Jack

Headphones and headsets can be connected by the Headphone/Mic audio jack.

Before connecting a headset, be sure to turn down the volume on the Nintendo Switch and/or TV, as the sudden high volume may hurt your ears.

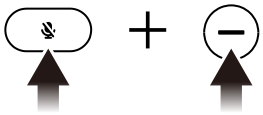
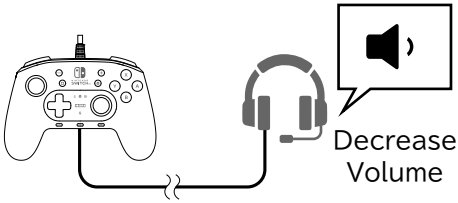
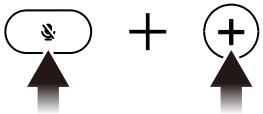
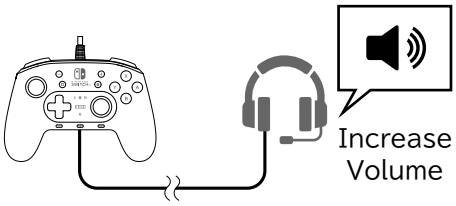
Do not use high volume settings for an extended period of time to avoid hearing loss.

* When in use, please disconnect headphones or headsets from the Nintendo Switch or dock. If a USB-connected device, such as a headset, headphone, or speaker is connected, sound will only come from the previously connected device.
* When using a headset with this product, there will be no sound coming from the TV or Nintendo Switch.
* When using the product on a PC, the Headphone/Mic audio jack cannot be used.
* Some software titles do no support microphones. Please check the instruction manual of the software title before using this product.

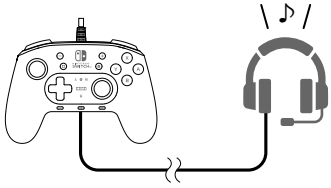
# Volume Controls

The volume of the headset that is connected can be adjusted.

* The volume cannot be adjusted for the Nintendo Switch or TV with this function.

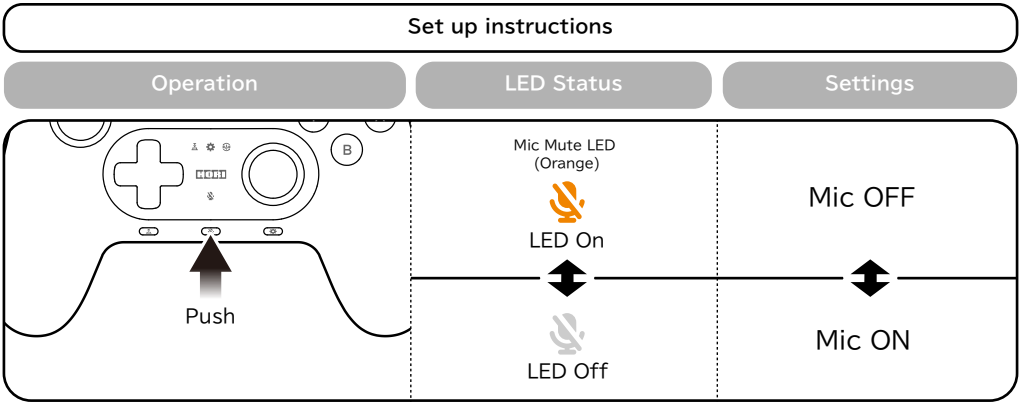
| Operation | Settings |
|---|---|
|  Hold down the microphone ON/ OFF button and press the - button |  Decrease Volume |
|  Hold down the microphone ON/ OFF button and press the + button |  Increase Volume |

A sound will be heard when the minimum / maximum volume is reached.



# Mic On/Off

The connected headset mic can be turned ON / OFF.




# Download App

By using the HORI Device Manager, all functions of this product can be adjusted.

### 『HORI Device Manager』

| | |
|---|---|
| Supported OS | Windows®10 |

Please download and install the “HORI Device Manager ” from this product's website using your PC.
URL : https://stores.horiusa.com/horipad-for-nintendo-switch-1/

# Main Features

| | |
|---|---|
| External Dimensions | : (W)150mm × (D)105mm × (H)60mm |
| Weight | : 250g |
| Cable Length | : 3.0m |

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.

The wires are not to be inserted into socket-outlets.
The packaging must be retained since it contains important 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. Applicable to EU countries and Turkey only.

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.

EU and Turkey only

**US**

Warranty
HORI warrants to the original purchaser that the product purchased new in its original packaging shall be free of any defects in material and workmanship for a period of 90 days from the original date of purchase.
If the warranty claim cannot be processed through the original retailer, please address directly to HORI at info@horiusa.com.
Please visit http://stores.horiusa.com/policies/ for warranty details.

**EU**

Warranty
For all warranty claims made within the first 30 days after purchase, please check with the retailer where the original purchase was made for details.
If the warranty claim cannot be processed through the original retailer or for any other inquiries pertaining to our products, please address directly to HORI at info@horuk.com.

**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://hori.co.uk/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://hori.co.uk/consumer-information/


- The image on the package may differ from the actual product.
- The manufacturer reserves the right to change the product design or specifications without notice.
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- All other trademarks are the property of their respective owners.


Ages 6+