



HyperX Cloud Stinger Headset



**Part Numbers: HX-HSCS-BK/AS
HX-HSCS-BK/EE
HX-HSCS-BK/EM
HX-HSCS-BK/LA
HX-HSCS-BK/NA**

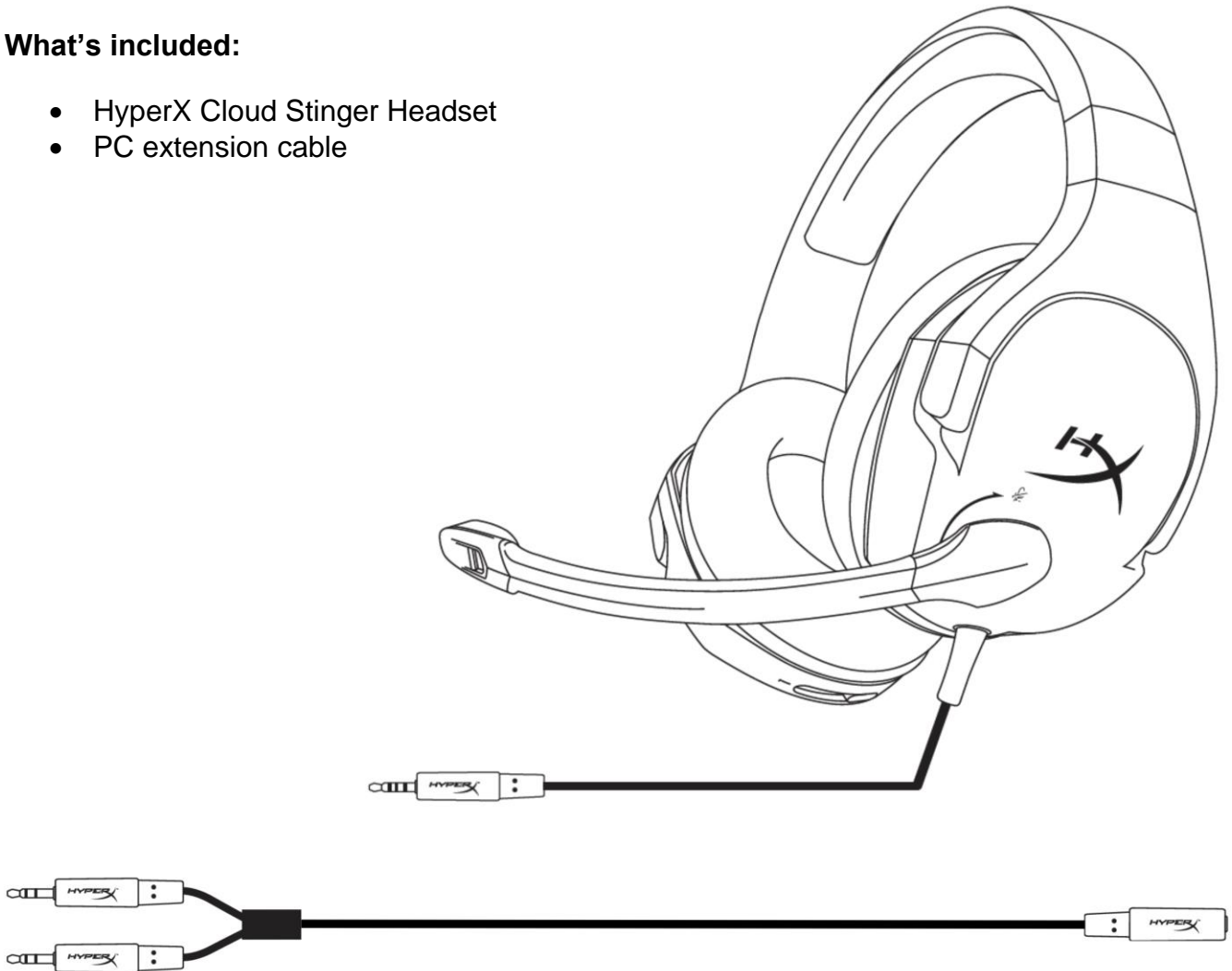


Introduction

HyperX Cloud Stinger[™] is the ideal headset for gamers looking for lightweight comfort, superior sound quality and added convenience. At just 275 grams, it's comfortable on your neck and its ear cups rotate in a 90-degree angle for a better fit. Its 50mm directional drivers position sound directly into the ear for audio precision and gaming-grade sound quality. For ultimate comfort in prolonged gaming sessions, it features high-quality HyperX signature memory foam.

What's included:

- HyperX Cloud Stinger Headset
- PC extension cable



**Features:**

- Lightweight headset with 90-degree rotating ear cups
- 50mm directional drivers for audio precision
- HyperX signature memory foam
- Adjustable steel slider
- Intuitive volume control on headset ear cup
- Swivel-to-mute noise-cancellation microphone
- Multi-platform compatibility

Technical specifications:**Headphone**

- Driver: Dynamic, 50mm with neodymium magnets
- Type: Circumaural, closed back
- Frequency response: 18Hz–23,000 Hz
- Impedance: 30 Ω
- Sound pressure level: 102dB SPL/mW at 1kHz
- THD: < 2%
- Input power: Rated 30mW, maximum 500mW
- Weight: 275g
- Cable length and type: Headset (1.3m) + PC extension cable (1.7m)
- Connection: Headset - 3.5mm plug (4 pole) + PC extension cable - 3.5mm stereo and mic plugs

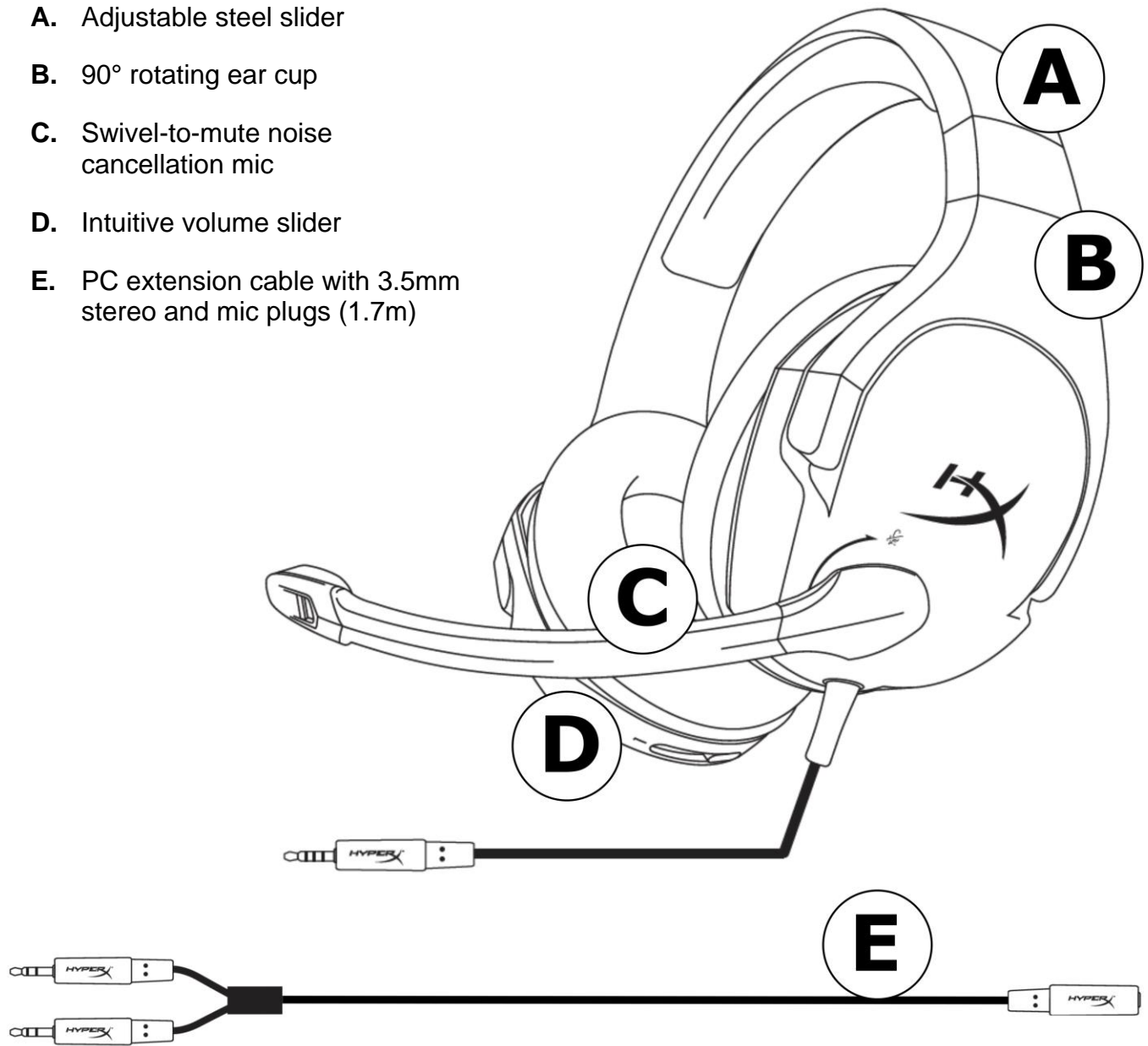
Microphone

- Element: Electret condenser microphone
- Polar pattern: Uni-directional, noise-cancelling
- Frequency response: 50Hz-18,000 Hz
- Sensitivity: -40dBV (0dB=1V/Pa, 1kHz)



Overview

- A. Adjustable steel slider
- B. 90° rotating ear cup
- C. Swivel-to-mute noise cancellation mic
- D. Intuitive volume slider
- E. PC extension cable with 3.5mm stereo and mic plugs (1.7m)



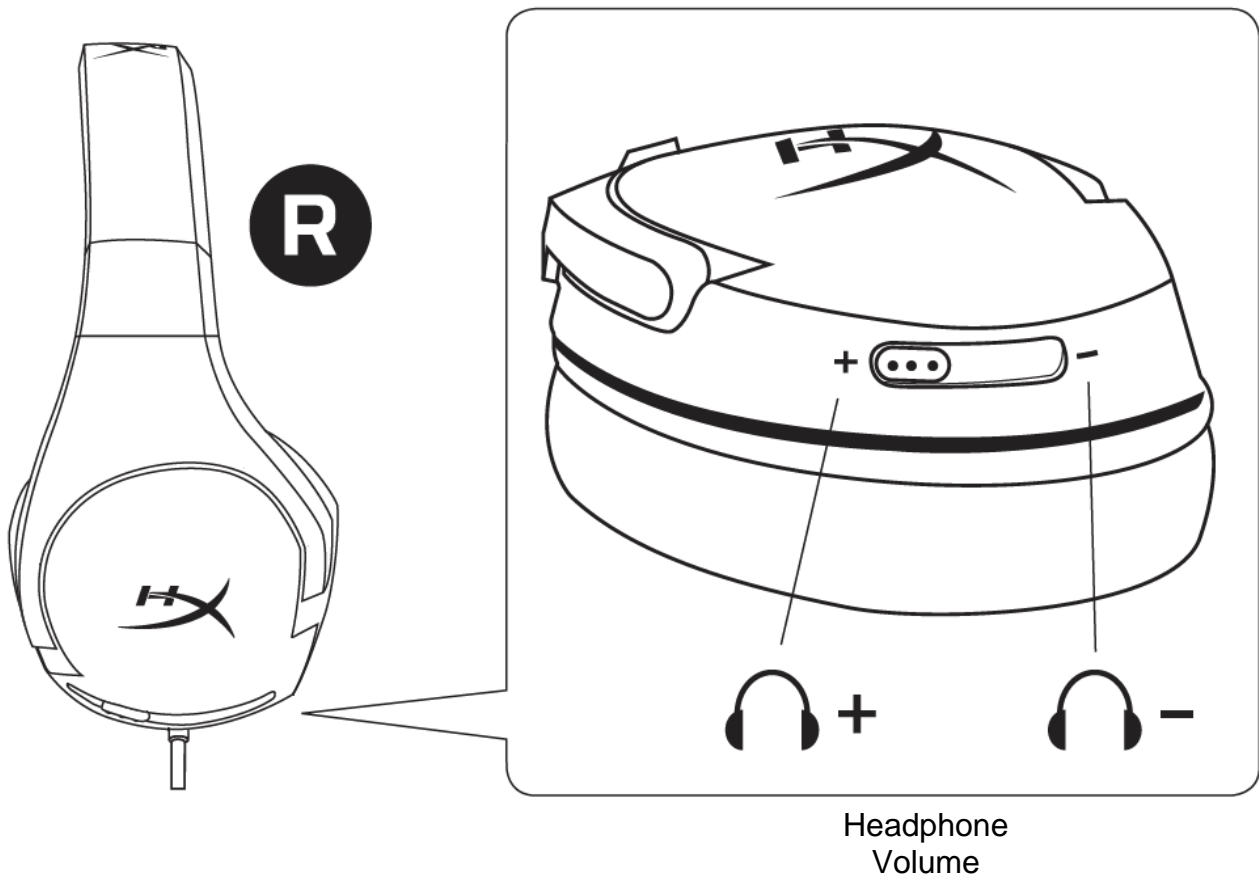


Volume control operation

The headset right ear cup contains a volume slider to adjust the headphone output volume.

To increase the volume, move the slider towards the + sign.

To reduce the volume, move the slider towards the – sign.



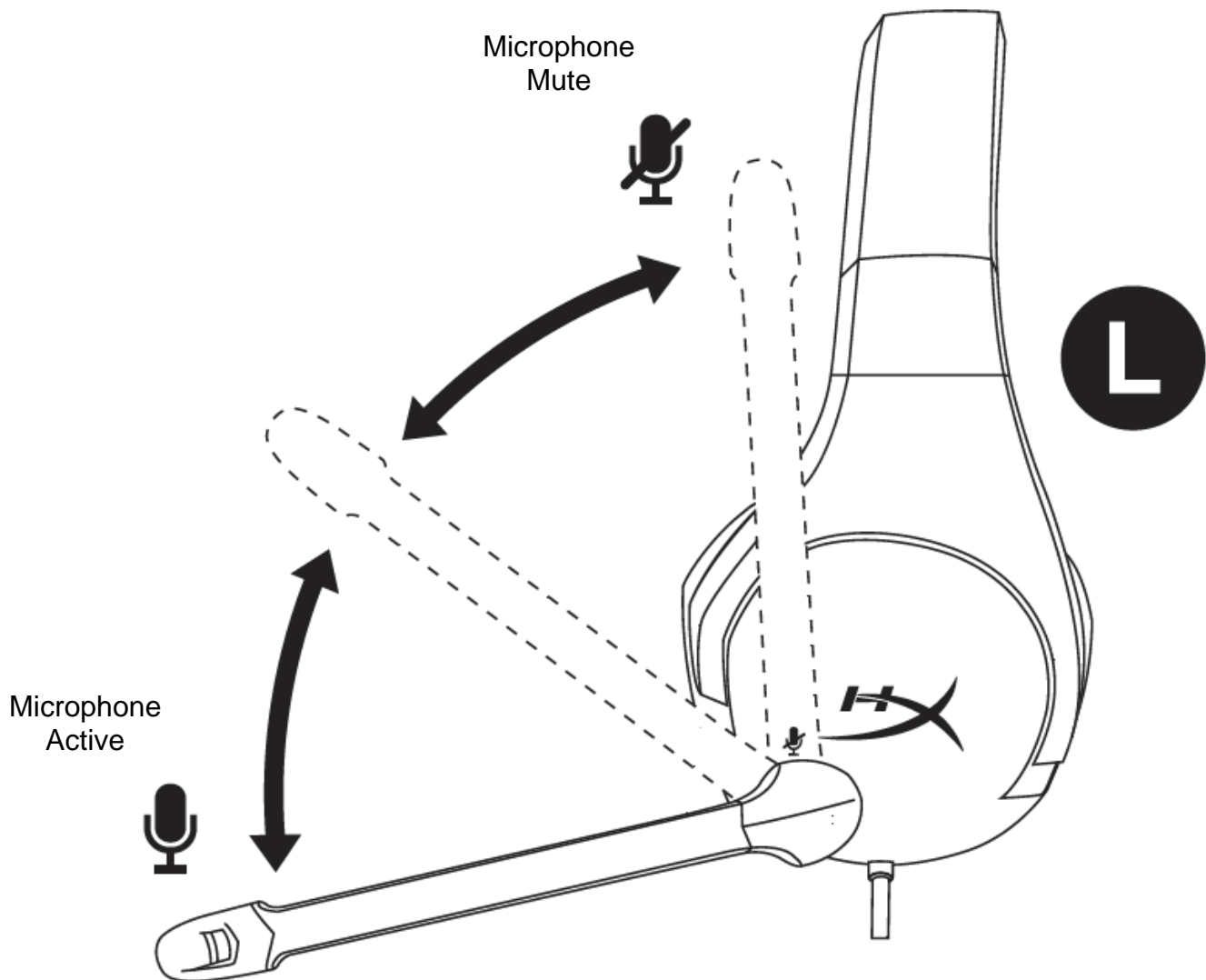


Microphone mute operation

The headset left ear cup contains a swivel-to-mute microphone.



To mute the microphone, rotate the microphone to the vertical (up) position. When you hear a click, the microphone will be muted.

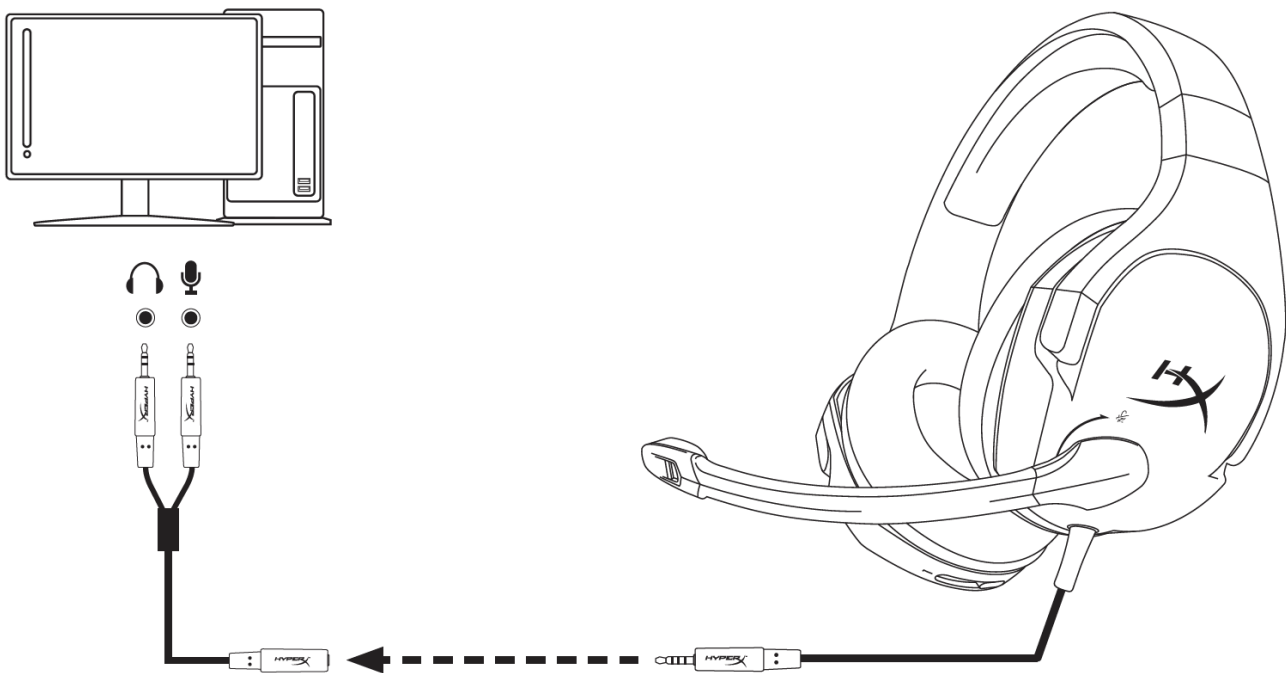
To activate the microphone, rotate the microphone to the horizontal (down) position. When you hear a click, the microphone will be active.





Usage (PC)

To connect the headset to your computer (or other device) that has both a headphone jack and a microphone jack, connect the headset's 3.5mm plug to the female jack on the PC extension cable. The PC extension cable has two 3.5mm jacks. The audio plug, which has green stripes, plugs into the port signified by a green input or headphone symbol . The extension cable microphone plug, which has pink stripes, plugs into the port signified by a pink input or a microphone symbol .



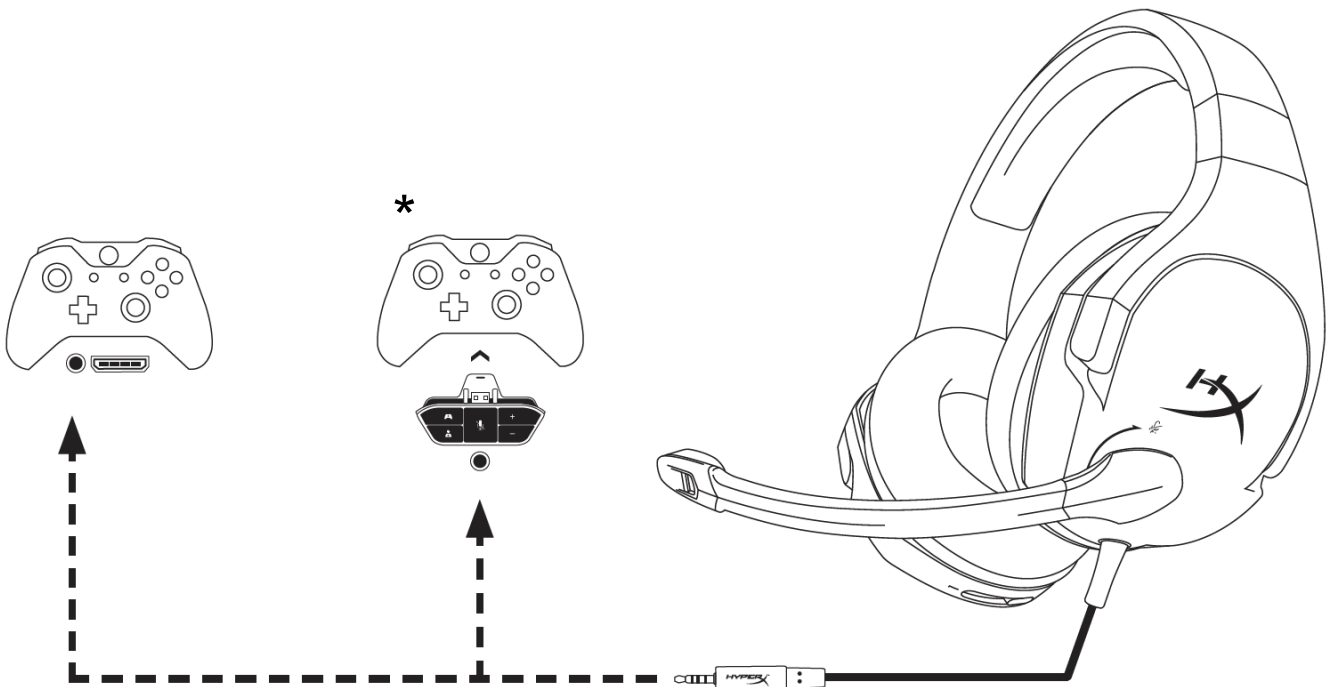
Using with PC extension cable



Usage (Xbox One[™])

To use the headset with Xbox One[™], connect the 3.5mm plug on the headset directly to the 3.5mm jack on the Xbox[™] One controller

If your Xbox One[™] controller does not have a 3.5mm jack, you will need the Xbox One[™] Stereo Headset adapter (sold separately) that plugs into the Xbox One[™] controller (pictured below).



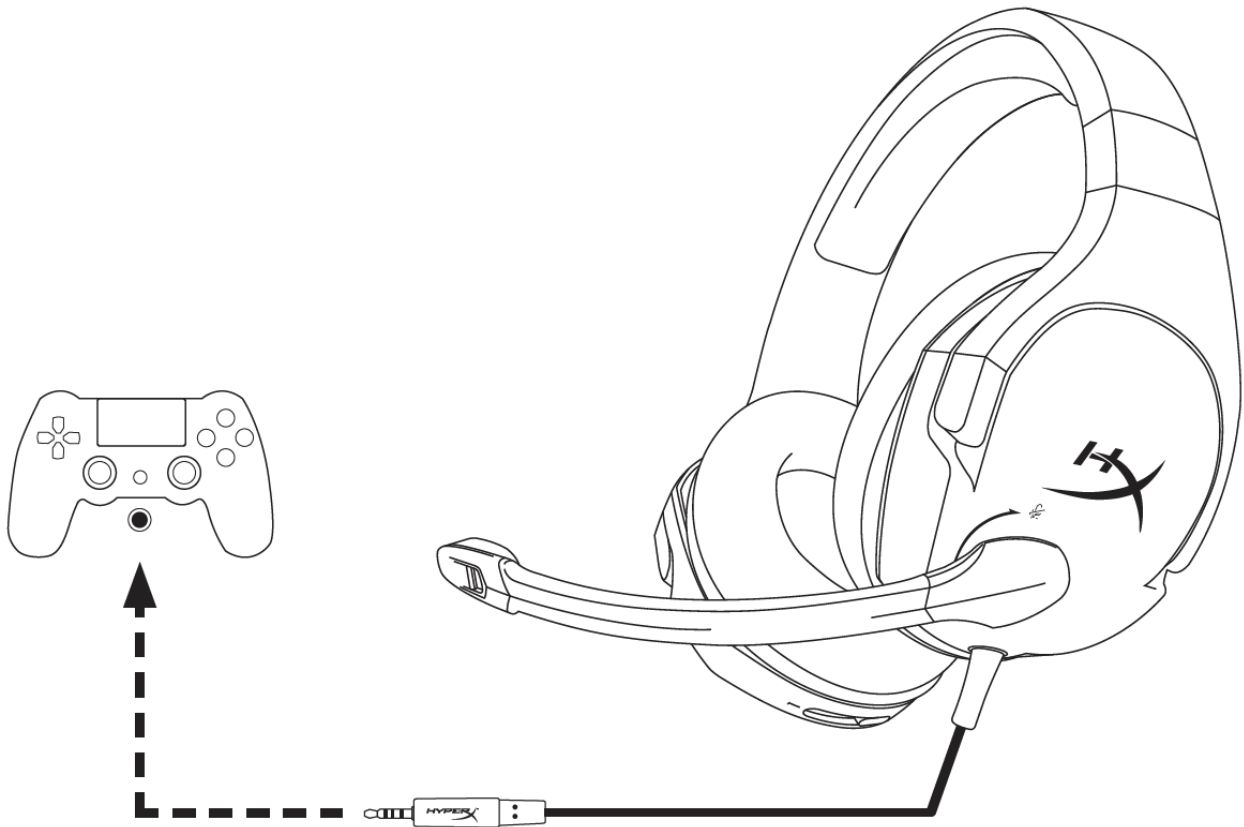
Using with Xbox One[™]



Usage (PlayStation[™] 4)

To use the headset with PlayStation[™] 4 (PS4[™]), connect the 3.5mm plug on the headset directly to the PS4[™] game controller and follow these steps:

1. Turn on your PS4[™] game console.
2. Navigate to the Settings menu and select it.
3. Highlight the '**Devices**' menu option and select it.
4. Scroll down to '**Audio Devices**' and select it.
5. Choose '**Output to Headphones**' and select '**All Audio**'.

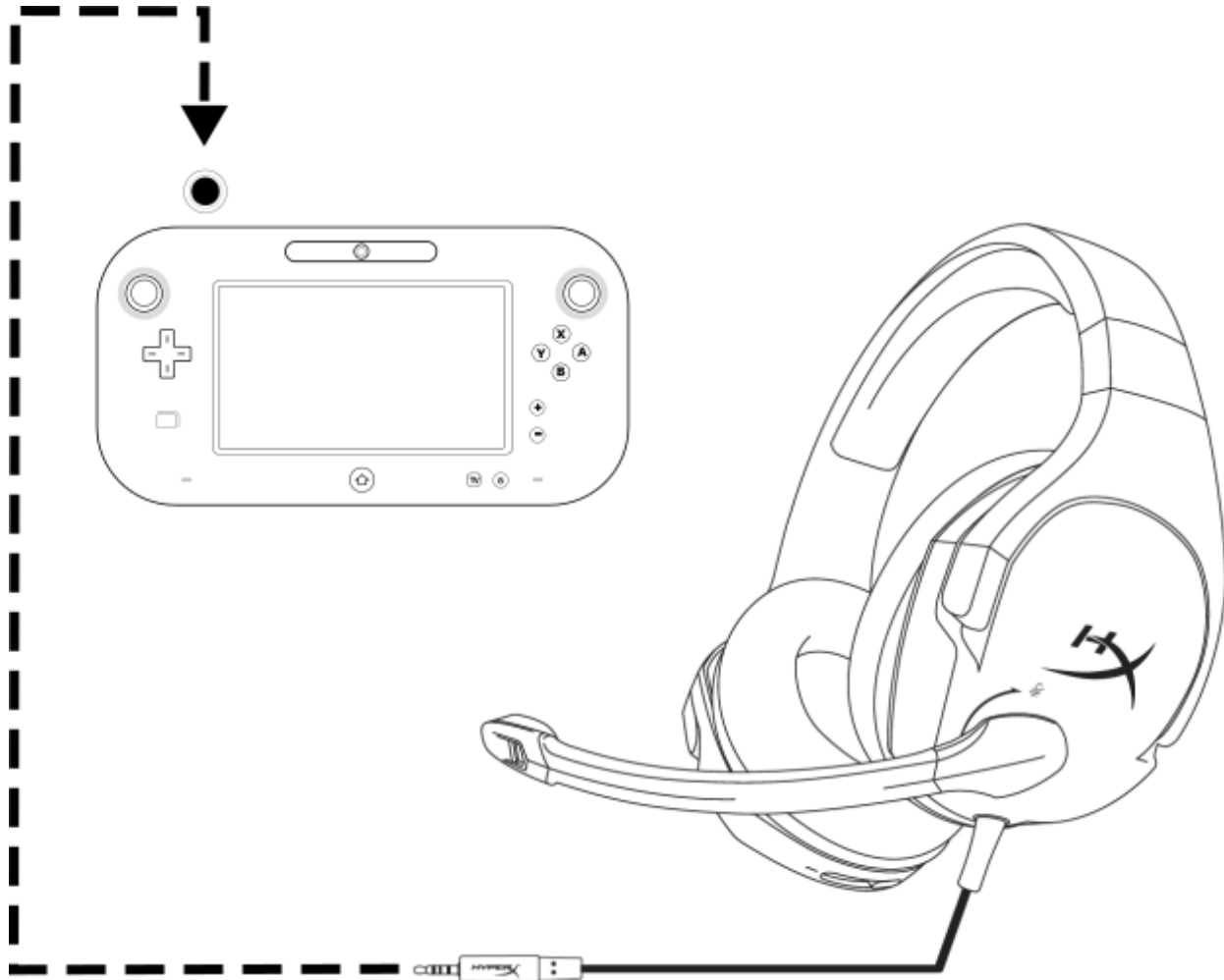


Using with PS4[™]



Usage (Wii U™)

To use the headset with Wii U™, connect the 3.5mm plug on the headset directly to the Wii U™ gamepad controller.



Using with Wii U™