



Gateron Azure Dragon V4

Last Update: 11/30/2025



Gateron Azure Dragon V4		
Switch Type: Tactile		Gateron
27	/35	Push Feel
19	/25	Wobble
4	/10	Sound
14	/20	Context
3	/10	Other
67	/100	Total

Notes

Push Feel

Utilizing the same stems as the Sillyworks x Gateron Type R switches, which have a stroke that is entirely a tactile bump and no linear pre- or post-bump travel, the Azure Dragon V4s are surprisingly unlike those very switches. Sure, their medium strength, slightly snappy full-stroke bump is there but it is massively overshadowed by an incredibly intense, stapler-like stem pole bottom out. I genuinely can't recall the last time I've encountered any switch with such an aggressive bottom out, and much less one that completely overshadows its own tactility.

Wobble

While there is almost no stem wobble whatsoever, save for a tiny bit in the N/S direction, there is N/S direction top housing wobble which is beyond surprising for Gateron-made switches in 2025. They haven't had this issue in nearing on a decade now, so why here?

Sound

I can recognize that sharp, pointy, and aggressive sounding bottom outs make for switches that some users may enjoy, but there's not an ounce of subtlety or polish on the Azure Dragon V4s. While there is a slight bit of snap from the tactile bump that can be heard if you listen closely, it's just entirely washed out by a stamper bottom out that is beyond overly aggressive on the ears.

Context

While NuPhy has done quite a number of collabs with Gateron that have sold well and are decently priced for what they are, such as these at ~\$0.50 per switch, I just don't understand why they chose to do this one. It really seems as if it is a shameless attempt to port the Type R platform into their ecosystem, but is that really something that new users want in switches?

Other

In addition to the questionable design choices and strained execution points, I *especially* am not a fan of the fact that they are doing so as a 'V4' switch unlike any of the previous 3 versions. What's the point of ripping off an unrelated colorway for an unrelated switch?

GOAT