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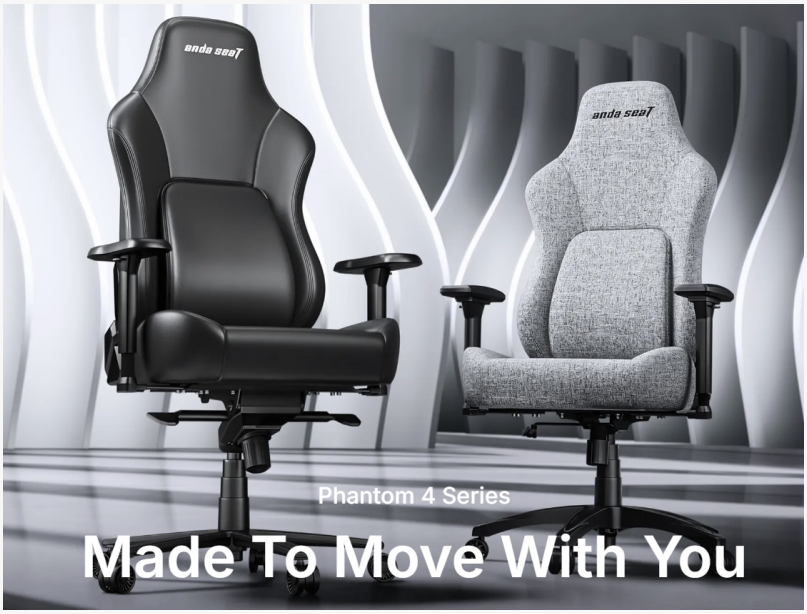


AndaSeat Phantom 4

SPOKANE, WA, UNITED STATES, March 25, 2026 /EINPresswire.com/ -- AndaSeat officially unveiled the Phantom 4 Series Ergonomic Gaming Chair on March 25, 2026, introducing a new seating approach centered on movement-responsive support. The launch marks the company's latest step in expanding its ergonomic portfolio beyond traditional static seating models.

The Phantom 4 Series is positioned around a growing recognition that sitting is no longer a fixed activity. Across work, gaming, and home environments, users frequently shift posture throughout the day—leaning forward to focus, reclining to relax, and adjusting continuously in response to different tasks. This behavior has prompted a reevaluation of how chairs should support the body over time.

Rather than reinforcing a single "correct" posture, the Phantom 4 Series is designed to adapt to these natural movements. Its introduction reflects broader industry discussions around dynamic sitting, where responsiveness and continuous support are increasingly prioritized over rigid alignment.

Rethinking Sitting as a Dynamic Activity

Traditional ergonomic guidance has long emphasized maintaining a neutral seated posture. However, recent research in occupational health and ergonomics suggests that prolonged static sitting—even in a "correct" posture—can contribute to discomfort over time.

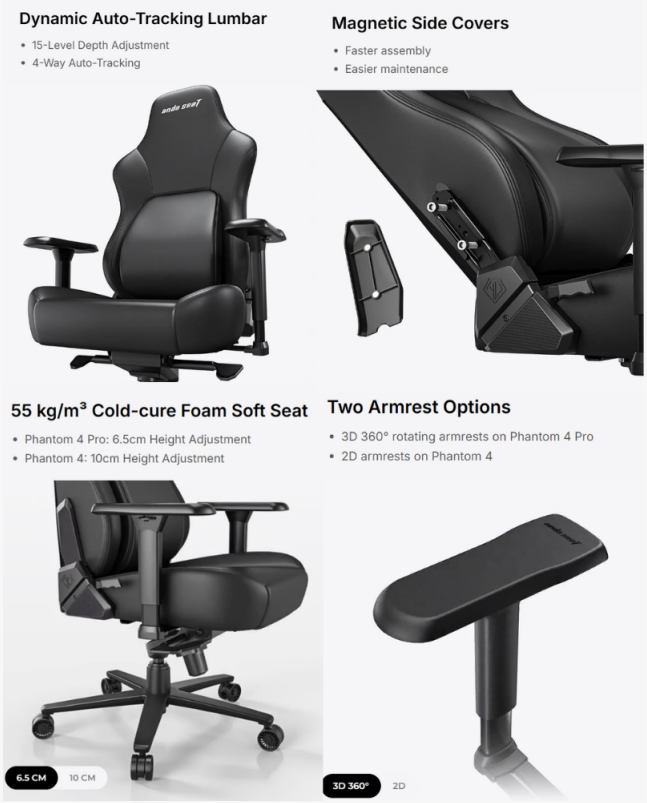
Studies published between 2024 and 2025 indicate that a majority of seated users adjust their posture frequently throughout the day. Observational data from workplace and home environments shows that individuals naturally cycle between upright, forward-leaning, and reclined positions depending on task demands.

These findings have led to a gradual shift in how seating is designed and evaluated. Rather than encouraging users to hold a fixed posture, newer approaches focus on supporting natural movement while maintaining consistent spinal alignment.

The concept of “active sitting” has emerged from this shift, emphasizing responsiveness and adaptability over rigidity. In this context, chairs that can accommodate posture changes without requiring constant manual adjustment are increasingly relevant.

Movement and Lumbar Support: A Key Challenge

One of the primary challenges identified in dynamic sitting is maintaining consistent lumbar support as posture changes. Traditional lumbar systems—whether fixed cushions or manually adjustable components—often lose alignment when users shift position.



AndaSeat Phantom 4 Key Feature


AndaSeat Phantom 4

For example, when leaning forward during focused work, lumbar support may disengage from the lower back. Conversely, when reclining, fixed supports may create pressure points or fail to provide adequate contact. Over time, these inconsistencies can contribute to uneven pressure distribution and discomfort.

This issue is frequently cited in user feedback across both gaming chairs and ergonomic office chairs, particularly among individuals who alternate between work and leisure activities throughout the day.

As a result, there is growing interest in lumbar systems that can adjust dynamically without requiring user intervention.

Phantom 4 Series: Motion-Responsive Lumbar Design

The Phantom 4 Series addresses this challenge through a dynamic auto-tracking lumbar system that adapts to user movement in real time. Unlike traditional fixed structures, the lumbar mechanism is designed to move with the body, maintaining consistent contact across a range of seated positions.

The system offers 15 levels of depth adjustment, ranging from 0 to 95 millimeters, allowing users to customize baseline support according to individual preference. Once set, the lumbar structure continues to respond to posture changes without requiring repeated manual adjustment.

In extended positions, the system provides four-way auto-tracking support, including:

Lateral swivel of ±5 degrees
Forward and backward tilt of up to 25 degrees

These movements are designed to align with natural shifts in body position, supporting the lower and mid-back areas during both active and relaxed states.

From an ergonomic perspective, this approach reflects a transition from static support toward continuous alignment, addressing a key limitation of traditional lumbar systems.

Supporting Comfort Across Mixed-Use Scenarios

Modern seating is rarely limited to a single function. Users often transition between work tasks, gaming sessions, and casual relaxation within the same chair. Each activity places different demands on posture, pressure distribution, and support.

The Phantom 4 Series is designed to accommodate these varied use cases through a combination of responsive lumbar support and balanced seat construction.

The seat cushion is constructed from 55 kg/m³ high-density cold-cure foam, providing a balance between softness and structural support. This density is commonly associated with maintaining shape over time while reducing pressure on key contact points such as the tailbone and thighs.

By combining adaptive lumbar behavior with stable seat support, the chair aims to provide a

consistent experience across extended, mixed-use sessions.

Recline and Movement Integration

Movement in seating is not limited to upright posture adjustments. Recline and rocking functions also play a role in how users distribute pressure and relax during extended use.

The Phantom 4 Series supports recline up to 135 degrees along with a 15-degree rocking range, enabling users to shift between focused and relaxed positions without abrupt transitions. The adjustment mechanism is designed to operate smoothly and quietly, supporting uninterrupted use in both work and home environments.

These features align with ergonomic research suggesting that periodic changes in posture can help reduce fatigue associated with prolonged sitting.

Two Configurations for Different User Preferences

The Phantom 4 Series is available in two configurations, each designed to address different levels of adjustment and control.

Phantom 4 Pro: Enhanced Adjustability

The Phantom 4 Pro includes a 3D 360-degree rotating armrest system, allowing adjustments in height, depth, and rotation to accommodate varied arm positions. This is particularly relevant for users engaged in tasks requiring precise hand positioning, such as keyboard input or controller use.

The Pro model also features a magnetic memory foam head pillow with a cooling gel layer and a vertical adjustment range of up to 20 centimeters. The magnetic attachment allows for repositioning without straps or manual fastening.

Additional features include a tilt lock mechanism for stabilizing preferred recline angles and a multi-function tilt system supporting fine control over seating position.

Phantom 4: Simplified Daily Comfort

The standard Phantom 4 model focuses on practical, everyday usability. It includes 2D adjustable armrests supporting forward/back and vertical adjustments, providing stable support for general tasks such as typing and mouse use.

The head pillow utilizes an elastic strap system, allowing easy repositioning while maintaining flexibility. A 10-centimeter seat height adjustment range provides broader compatibility across different desk setups and user heights.

Structure, Materials, and Everyday Durability

Both models share a reinforced internal structure designed to support users up to 120 kilograms (265 pounds). The chair incorporates 60-millimeter PU-coated casters, enabling smooth and quiet movement across various floor types.

Material options include a durable leather finish and a breathable linen fabric, allowing users to select based on environment, climate, and personal preference.

Additional design elements such as magnetic side covers simplify assembly and maintenance, contributing to a cleaner overall structure.

Broader Implications for Seating Design

The introduction of the Phantom 4 Series reflects a broader shift in how seating is conceptualized. As awareness of posture health continues to grow, static models of sitting are increasingly being replaced by approaches that recognize movement as a fundamental aspect of comfort.

Industry observers note that future seating solutions are likely to emphasize adaptability, responsiveness, and integration across multiple daily activities. The distinction between gaming chairs, office chairs, and general home seating continues to blur as user expectations converge.

Within this evolving landscape, movement-responsive designs such as those seen in the Phantom 4 Series highlight a growing emphasis on supporting natural behavior rather than constraining it.

About AndaSeat

Founded in 2007 and headquartered in Guangzhou, China, AndaSeat designs and manufactures ergonomic seating solutions for gaming, office, and home environments. The company operates integrated research, development, and manufacturing facilities, with products distributed across global markets.

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