



Health & Safety and Warranty Guide

Revision: 01

Revision History

Rev.	Date	Author	Description of Changes
00	9/21/2015	Pelagio Payumo	Initial draft for Legal and review and release
01	12/09/2015	Pelagio Payumo	New title (Changed from CV1 User Manual); updated H&S Warnings and Warranty

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1. Document Purpose

This document contains the Health and Safety Warnings that will be used with the Rift product.

2. Document Scope

This document attempts to list identified potential hazards that may be associated with the use of the Rift or Gear VR products. The list includes both Warnings and recommended hazard mitigations.

3. Document Usage

The content below may be taken and reformatted, when used for printing and/or publication.

Product Description

The Oculus Rift (the “Rift”) is a Virtual Reality (“VR”) device that gives users an immersive 360-degree view of a three-dimensional virtual reality world.

The system includes a Headset, Sensor, a Remote Control (a wireless simple input device or SID), and an X-Box One wireless game pad controller. The Headset and Tracker are connected to a workstation (PC unit) via USB cables. The SID is a remote powered by a 3VDC coin battery (CR2032). The X-Box controller will be used to navigate through the VR games and menus, which uses 2 AA Alkaline batteries.

For a full Product Description, Requirements, and Limitations, please visit www.oculus.com/support.

What’s in the Box?

Rift Headset (Model No.: HM-A)	Sensor (Model No.: 3P-A)
	
Remote Control (Model No.: RE-A)	X-Box One Game Pad (Model No.: 1697)
	

NOTE: Please visit www.oculus.com/setup for *Set-Up Instructions, Best Practices, and Troubleshooting*.

Product Care and Maintenance

Please only use dry optical lens micro-fiber cloths for cleaning of the headset lenses and sensor. Do not clean lenses or sensor with any liquid or chemical cleansers. Do not clean the facial interface foam with alcohol or any other abrasive cleaning solution.

For cleaning of the straps and facial interface, only use non-abrasive anti-bacterial wipes and wipe gently.

- Do not leave the Rift headset in direct sunlight. Exposure to direct sunlight can damage the optics and displays.
- Do not shine a laser or external light source through the lenses as it may damage the displays.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-40°C, min. humidity 5%, max humidity 95% RH (non-condensing)
- Non-Operating (Storage): -30°C – 85°C, 85%RH

Product Electrical Specifications

Component	Rating
Headset	5VDC, 750mA
Sensor	5VDC, 250mA
Remote Control	3VDC, 20mA
Battery	3VDC, 220mAh (CR2032)

Software Updates

The Oculus Software team will send out a notification to registered users each time a new software version is released and available. The notice will also include firmware updates, if applicable. Latest version information can be found at www.oculus.com/support.

Health and Safety

* These health & safety warnings are periodically updated for accuracy and completeness. Check www.oculus.com/warnings for the latest version.

**WARNING**

HEALTH & SAFETY WARNINGS: To reduce the risk of personal injury, discomfort or property damage, please ensure that all users of the headset read the warnings below carefully before using the headset.

**WARNING****Before Using the Headset:**

- Read and follow all setup and operating instructions provided with the headset.
- Review the hardware and software recommendations for use of the headset. Risk of discomfort may increase if recommended hardware and software are not used.
- Your headset and software are not designed for use with any unauthorized device, accessory and/or software. Use of an unauthorized device, accessory and/or software may result in injury to you or others, may cause performance issues or damage to your system and related services.
- To reduce the risk of discomfort, adjust the inter-pupillary distance (IPD) for each user before use of the headset.
- A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are: Tired; need sleep; under the influence of alcohol or drugs; hung-over; have digestive problems; under emotional stress or anxiety; or when suffering from cold, flu, headaches, migraines, or earaches, as this can increase your susceptibility to adverse symptoms.
- We recommend seeing a doctor before using the headset if you are pregnant, elderly, have pre-existing binocular vision abnormalities or psychiatric disorders, or suffer from a heart condition or other serious medical condition.

**WARNING**

Seizures: Some people (about 1 in 4000) may have severe dizziness, seizures, eye or muscle twitching or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. Anyone who previously has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should see a doctor before using the headset.

WARNING

Children: This product should not be used by children under the age of 13, as the headset is not sized for children and improper sizing can lead to discomfort or health effects, and younger children are in a critical period in visual development. Adults should make sure children (age 13 and older) use the headset in accordance with these health and safety warnings including making sure the headset is used as described in the Before Using the Headset section and the Safe Environment section. Adults should monitor children (age 13 and older) who are using or have used the headset for any of the symptoms described in these health and safety warnings (including those described under the Discomfort and Repetitive Stress Injury sections), and should limit the time children spend using the headset and ensure they take breaks during use. Prolonged use should be avoided, as this could negatively impact hand-eye coordination, balance, and multi-tasking ability. Adults should monitor children closely during and after use of the headset for any decrease in these abilities.

WARNING

General Precautions: To reduce the risk of injury or discomfort you should always follow these instructions and observe these precautions while using the headset:

- **Use Only In A Safe Environment:** The headset produces an immersive virtual reality experience that distracts you from and completely blocks your view of your actual surroundings.
 - **Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury.**
 - Use of the headset may cause loss of balance.
 - Remember that the objects you see in the virtual environment do not exist in the real environment, so don't sit or stand on them or use them for support.
 - **Remain seated unless your game or content experience requires standing.**
 - Serious injuries can occur from tripping, running into or striking walls, furniture or other objects, so clear an area for safe use before using the headset.
 - Take special care to ensure that you are not near other people, objects, stairs, balconies, open doorways, windows, furniture, open flames, ceiling fans or light fixtures or other items that you can bump into or knock down when using—or immediately after using—the headset.
 - Remove any tripping hazards from the area before using the headset.
 - Remember that while using the headset you may be unaware that people and pets may



- enter your immediate area.
- Do not handle sharp or otherwise dangerous objects while using the headset.
- Never wear the headset in situations that require attention, such as walking, bicycling, or driving.
- Make sure the headset is level and secured comfortably on your head, and that you see a single, clear image.
- Make sure the headset and sensor cables are not choking or tripping hazards.
- Ease into the use of the headset to allow your body to adjust; use for only a few minutes at a time at first, and only increase the amount of time using the headset gradually as you grow accustomed to virtual reality. Looking around and using the input device when first entering virtual reality can help you adjust to any small differences between your real-world movements and the resulting virtual reality experience.
- Do not use the headset while in a moving vehicle such as a car, bus, or train, as this can increase your susceptibility to adverse symptoms.
- Take at least a 10 to 15 minute break every 30 minutes, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best for you.
- Listening to sound at high volumes can cause irreparable damage to your hearing. Background noise, as well as continued exposure to high volume levels, can make sounds seem quieter than they actually are. Due to the immersive nature of the virtual reality experience, do not use the headset with the sound at a high volume so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.



WARNING Discomfort

- **Immediately discontinue using the headset if any of the following symptoms are experienced: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or other visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; excessive sweating; increased salivation; nausea; lightheadedness; discomfort or pain in the head or eyes; drowsiness; fatigue; or any symptoms similar to motion sickness.**

- **Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. These post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.**
- Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e., activities in which experiencing any symptoms could lead to death, personal injury, or damage to property), or other activities that require unimpaired balance and hand-eye coordination (such as playing sports or riding a bicycle, etc.) until you have fully recovered from any symptoms.
- Do not use the headset until all symptoms have completely subsided for several hours. Make sure you have properly configured the headset before resuming use.
- Be mindful of the type of content that you were using prior to the onset of any symptoms because you may be more prone to symptoms based upon the content being used.
- See a doctor if you have serious and/or persistent symptoms.



⚠ WARNING **Repetitive Stress Injury:** Using the device can make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while using the headset or its components, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before using it again. If you continue to have any of the above symptoms or other discomfort during or after use, stop use and see a doctor.

⚠ WARNING **Interference with Medical Devices**
 The headset includes earphones that contain magnets and components that emit radio waves, which can affect the operation of nearby electronics, including cardiac pacemakers, hearing aids and defibrillators. If you have a pacemaker or other implanted medical device, do not use the headset without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between the headset and

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your medical devices, and stop using the headset if you observe a persistent interference with your medical device.

⚠ WARNING Remote Control

The remote control supplied with your headset contains a coin/button cell battery.

- CHOKING HAZARD. The simple input device is not a toy. It contains a battery, which is a small part. Keep away from children under 3.
- DO NOT INGEST BATTERY. CHEMICAL BURN HAZARD
- If the coin/button cell battery is swallowed, it can cause severe internal burns in just 2 hours and can lead to death.
- Keep new and used batteries away from children. If the battery compartment does not close securely, stop using the product and keep it away from children.
- If you think batteries might have been swallowed or placed inside any part of the body, seek medical attention.

⚠ WARNING Controller

- Your headset may have come with a third-party controller.
- Consult the manufacturer for health and safety warnings for the controller.
- If available, use wrist straps with controllers to secure the controller to your wrist when in use.

⚠ WARNING Electrical Shock

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not use the product if any cable is damaged or any wires are exposed.

⚠ CAUTION Damaged or Broken Device

- Do not use your device if any part is broken or damaged.
- Do not attempt to repair any part of your device yourself. Repairs should only be made by an authorized servicer.

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▲ CAUTION Contagious Conditions

To avoid transferring contagious conditions (like pink eye), do not share the headset with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes (particularly the lenses) and dried with a microfiber cloth.

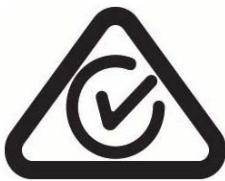
▲ CAUTION Skin Irritation

The headset is worn next to your skin and scalp. Stop using the headset if you notice swelling, itchiness, skin irritation or other skin reactions. If symptoms persist, contact a doctor.

Regulatory Information

This product has been tested and complies with the following regulations: IEC/EN60950-12005+A1:2009+A2:2013; IEC62471-1:2006; EN5502; EN55024; FCC Part 15; ETSI EN300 328 v.1.9.1; AS/NZS 4268:2012; ARIB STD-T66 v3.6; RoHS2011/65/EU; REACH Annex CVII/CVII, SCCP POP's Reg850/2004, WEEE, CA Prop 65.

Oculus hereby declares that this product is in compliance with the essential requirements and the other relevant provisions of Directive 1999/5/EC.



B급 기기 (가정용 정보통신기기)
이 기기는 가정용으로 전자파적합등록을 한 기기로서
주거지역에서는 물론 모든지역에서 사용할 수 있습니다.

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Limited 2-Year Warranty

Who Is This Warranty From? This two-year limited consumer warranty (the “Warranty”) is issued by Oculus VR, LLC (“Oculus”, “we”, or “us”).

Who Is This Warranty To? Oculus issues this Warranty to you, as a consumer who has purchased a new, covered product from Oculus or an authorized retailer (“you”). This Warranty cannot be assigned or transferred to any subsequent purchaser or user and is not available to products that were purchased used or from any source other than Oculus or an authorized retailer.

What Does This Warranty Do? This Warranty gives you specific legal rights, and you may also have other rights that vary by state and country to country. *This Warranty does not affect any rights you have under the laws in your jurisdiction* concerning the sale of consumer goods (including, without limitation, national laws implementing EC Directive 44/99/EC).

What Does This Warranty Cover? This Warranty covers defects and malfunctions in the new Oculus product(s) it accompanies (the “Product”). We warrant that the Product will, under normal and intended use, function substantially in accordance with our technical specifications or accompanying product documentation (the “Warranted Functionality”) during the Warranty Period. If and to the extent the Product needs Oculus software or services to achieve the Warranted Functionality, we will make and keep software and services available during the Warranty Period. We may update, modify or limit such software and services in our sole discretion so long as we continue to maintain (or exceed) the Warranted Functionality.

Product registration is *not* required as a condition to coverage under this Warranty, but some Oculus products require periodic connection to an online Oculus account to ensure full functionality.

How Long Does Coverage Last? This limited Warranty continues for two (2) years from the date of purchase or delivery of the Product, whichever is later (the “Warranty Period”).

What Will Oculus Do If There’s a Problem With The Product? If your Product is defective or malfunctioning, we will either repair or replace that Product, or update software or services, so that the Product performs substantially according to the Warranted Functionality. The approach taken to resolve any issues will be at our sole choice. If we determine that a product should be replaced, the replacement may be a new or remanufactured Product. If we determine, in our

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sole discretion, that none of the listed means are reasonable to correct for a defect or malfunction, then we may refund to you the price you paid to purchase the Product.

How Can You Get Service? First, tell us about the issue. If you have a problem with your Product, please visit us at <http://www.Oculus.com/support> to get helpful service and contact information, and to submit a claim form to obtain warranty service.

If it is necessary for you to send your Product in for service, we will provide you with a pre-addressed shipping label, and you will have to send the Product in with your proof of purchase using that shipping label.

You may be required to pay the cost of shipping the Product to us, and by sending the product, you agree to transfer ownership of that Product to Oculus. When we receive the product, we will determine if there is a defect or malfunction covered by this Warranty. If we find a defect or malfunction covered by this Warranty, we will repair or replace the Product to provide the Warranted Functionality, and we will send the repaired Product or a replacement Product, if any, to you at our cost. We may not return the original Product to you. **Please backup your data before sending the Product to us.** We cannot guarantee that we will be able to repair the Product without risk to or loss of programs or data, and any replacement Product will not contain any of your data that was stored on the original Product. Any repaired or replaced Product will continue to be covered by this Warranty for the remainder of the original Warranty Period or ninety (90) days following your receipt of the replacement or repaired Product, whichever is greater.

If you send us a Product without a valid proof of purchase, then we will return the Product to you at your cost, subject to prepayment, or, if such costs are not prepaid, we will keep the Product for thirty (30) days for your pick-up before it is disposed of.

What This Warranty Does Not Cover? This Warranty is limited and *not* applicable to: (i) normal wear and tear; (ii) damage caused by misuse, accident (e.g., accidental physical impact, exposure to liquid, food or other contaminants, etc.), neglect, abuse, alteration, improper or unauthorized repair or modification, tampering, or use with unsuitable equipment, devices, software, services or other unauthorized third-party item(s); (iii) use not in accordance with the Product documentation; (iv) commercial use; (v) use in connection with a trade, business or profession; (vi) used or resold products; (vii) Products purchased from sources other than Oculus or an Oculus authorized retailer (including non-authorized online auctions), (viii) non-Oculus Products, (ix) use of the Product in violation of any laws, regulations or ordinances in effect where the Product is used; or (x) features or performance parameters pertaining to any software or services beyond the Warranted Functionality of the Product.

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This Warranty does not include any specific guarantees that the product will be error-free, or regarding uptime or continued availability, data security features of software or online accounts, or that any software, firmware or online sites will function uninterrupted or error-free. This limited warranty is void if a Product is returned with removed, damaged or tampered labels or any alterations (including the unauthorized removal of any component or external cover).

This Warranty does not cover data loss; it is your responsibility to back up your data, electronically or physically, on a regular basis if you wish to retain your data. Any damages or costs related to data recovery, removal, and installation are not recoverable under this Warranty.

In this Warranty, Oculus does not extend any implied or statutory warranties, conditions or representations regarding the Product or any connected software or online services.

OCULUS DOES NOT, UNDER THIS LIMITED WARRANTY, ASSUME ANY LIABILITY FOR ANY SPECIAL, INDIRECT, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES OF ANY KIND WHATSOEVER, INCLUDING BUT NOT LIMITED TO LOSS OF PROFITS OR REVENUES, LOSS OF DATA, LOSS OF USE OF THE PRODUCT OR ANY ASSOCIATED EQUIPMENT, COST OF ANY REPLACEMENT GOODS OR SUBSTITUTE EQUIPMENT, OR LOSS OF USE DURING THE PERIOD THAT THE PRODUCT IS BEING REPLACED OR REPAIRED. FURTHER, IN NO EVENT SHALL OCULUS BE LIABLE TO YOU FOR ANY SPECIAL, INDIRECT, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES OF ANY KIND WHATSOEVER, EVEN IF OCULUS HAS BEEN ADVISED AS TO THE POSSIBILITY OF SUCH DAMAGES, FOR ANY CLAIM ARISING FROM OR RELATED TO THIS WARRANTY STATEMENT, REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE), STRICT PRODUCT LIABILITY OR ANY OTHER CAUSE OF ACTION OR LEGAL OR EQUITABLE THEORY.

IN NO EVENT SHALL OCULUS'S LIABILITY FOR ANY CLAIM ARISING OUT OF OR RELATED TO THIS WARRANTY STATEMENT EXCEED THE PRICE PAID BY YOU FOR PURCHASE OF THE PRODUCT, REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE), STRICT PRODUCT LIABILITY OR ANY OTHER CAUSE OF ACTION OR LEGAL OR EQUITABLE THEORY.

Some states and countries do not allow the exclusion or limitation of incidental or consequential damages, so limitations or exclusions in this Warranty may not apply to you.

What Laws Govern This Warranty? The laws of the State of California, USA, govern this Warranty.

Questions? If you have questions, or to begin the service process, please visit Oculus at <http://www.Oculus.com/support>.

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FCC INFORMATION

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: Changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

INDUSTRY CANADA (IC) REGULATORY INFORMATION

This device complies with Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Le présent appareil est conforme aux CNR d’Industrie Canada applicables aux appareils radio exempts de licence. L’exploitation est autorisée aux deux conditions suivantes : (1) l’appareil ne doit pas produire de brouillage, et (2) l’utilisateur de l’appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d’en compromettre le fonctionnement.

CAN ICES-3 (B)/NMB-3(B)

End-of-Life



The crossed out wheeled bin symbol means that the product must not be discarded as household waste, and should be delivered to an appropriate collection facility for recycling. Proper disposal and recycling helps protect natural resources, human health and the environment. For more information on disposal and recycling of this product, contact your local municipality, disposal service, or visit www.oculus.com/recycle.

For additional information about where you should drop off your batteries and electrical or electronic waste, please contact your local or regional waste-management office, your household waste disposal service, or your point-of-sale.

Developed in the United States.
Designed by Oculus VR, LLC
Made in China