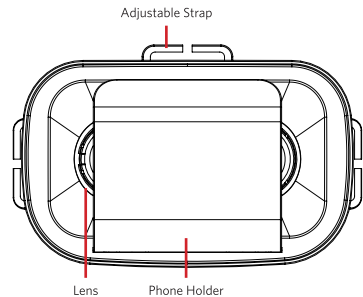


Mobile Virtual Reality Headset

Instruction Manual
7140-78



WHAT'S INCLUDED:

- 1x Mobile VR Headset
- 1x Instruction Manual

OVERVIEW

This product creates a 3D Mobile Phone Cinema with a Virtual Reality atmosphere that enables the players to immerse in the game or video of there choice.

INSTRUCTIONS:

- Use a mobile device to install apps, or use a website to watch VR videos, and confirm that the frame is left and right (the app or video may explain how to use your personal device alongside the VR headset).
NOTE: A single frame will result in double image. When the screen of the mobile phone has two of the same images, it is ready to be used.
- Place your mobile device centered, in the smartphone holder so the two screens (from the app or video) align with the center line. Adjust vision through the lenses until the image is comfortable to the eye.
- Once secured, the VR Headset may be places snugly around your head using the head strap. When using this device, it is suggested to sit down so as not to fall or get

dizzy from movement.

- Sway head left and right, to choose the function that you want to use (some variations may apply).
- Usable Range: Apply to any mobile phones within the size of 177mm x 98mm, 4-6.5 inches. If the mobile phones are with large frames, please refer to the size before picking this product.

WARNING:

- It is suggested to watch no more than 30 minutes, if feelings eye fatigue, please take a break and remove the device.
- This product is for ages 14+.
- Please read the following Health and Safety instructions

HEALTH & SAFETY:

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.

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 per-existing binocular vision abnormalities or psychiatric disorders, or suffer from a heart condition or other serious medical condition.

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 TV, playing video games or experiencing virtual reality, even if they have never had a seizure 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.

CHILDREN:

- This product should not be used by children under the age of 14, 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 14 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 14 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.

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.

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; light-headedness; 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.

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.

INTERFERENCE WITH MEDICAL DEVICES:

- The Headset, Sensor, and Remote contain magnets or components that emit radio waves, which could 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 your medical devices, and stop using the headset if you observe a persistent interference with your medical device.

CA Prop 65:

- This product contains a chemical known to the State of California to cause cancer and birth defects or other reproductive harm.

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 and with a dry microfiber cloth for the lenses.

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.

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MADE IN CHINA