

Oculus Quest  
Safety & Warranty Manual

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## Product Description

Oculus Quest is the world's first all-in-one gaming system built for virtual reality. No wires. No PC. Just set up with the Oculus mobile app, and you're free to explore VR from almost anywhere. Four ultra-wide angle sensors inside the headset power Oculus Insight, which precisely tracks your environment and instantly translates your movements into VR. And with ergonomic design and haptic feedback, our intuitive Touch controllers bring your hands into the game. Take VR gaming to the next level. And everywhere else.

## What's in the Box?



Headset



Controllers



Power  
Adapter



Charging  
Cable



Eyeglass  
Spacer



AA  
Batteries



Quick Start  
Guide



Safety &  
Warranty  
Manual

Oculus Quest, VR Headset	Model No: <b>MH-B</b>
Oculus Touch Controllers	Model No: MI-BR (Right) MI-BL (Left)
Oculus Go Adapter	Model No: x12345678x



## Grab your phone to get started.

Download the Oculus app on your mobile phone to set up your headset. [www.oculus.com/app](http://www.oculus.com/app)

NOTE: Please visit [www.oculus.com/setup](http://www.oculus.com/setup) for setup instructions. Please visit <https://support.oculus.com> for best practices and troubleshooting.

## Product Care and Maintenance

Please only use dry optical lens micro-fiber cloths for cleaning of the headset lenses. Do not clean lenses with any liquid or chemical cleaners. Do not clean the facial interface fabric with alcohol or any other abrasive cleaning solution. You may hand wash with mild detergent and air dry.

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

- Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the optics and display.
- Do not shine a laser or external light source through the lenses as it may damage the display.
- Ensure the controller battery tray cover is in good working condition and locks in place.
- As with any electronic device, avoid exposure to water or fluids.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-35°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing).
- Non-Operating (Storage): -30-65°C / -22-149°F, 85%RH.

## Product Electrical Specifications

Component	Rating	Wireless Frequency
Headset	5V, 3A	2.400-2.485 5.150-5.850 GHz
Controller	1.5V, 190mA	2.400-2.485 GHz
Battery (Controller)	1.5V (1-AA Alkaline)	Not Applicable

## Health and Safety

### 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 your VR system.

### WARNING

**Before Using your VR System:**

- 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, software and/or content. Use of an unauthorized device, accessory, software and/or content or hacking the device, software or content may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty.

- To reduce the risk of discomfort, properly adjust side and top straps, and ensure comfortable placement of the facial interface and that you see a single, clear image; this will aid in proper weight balance and distribution of the headset. Re-check the settings before resuming use after a break, to avoid any unintended changes to any adjustments.



when experiencing these situations. Oculus provides comfort ratings for some content, and you should review the comfort rating for your content before use. (For more details on comfort ratings and how they can



assist in providing a comfortable experience, go to <https://support.oculus.com/comfort>. If you have a history of discomfort when exposed to certain content or experiences or are new to virtual reality, start with content rated Comfortable, before trying Moderate, Intense or Unrated content.

- 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.
- Consult with your physician 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. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. If you previously have had a seizure, loss of awareness, or other symptom linked to an epileptic condition you should see a doctor before using the headset.

**⚠ WARNING****Children:**

This product is not a toy and 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 adverse 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 Your VR System 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****Risks associated with freedom of movement**

Your headset provides 6 degrees of freedom, which allows you to move around in your physical world while you experience a virtual world. Your headset is also self-contained and it is not connected to a computer by a cable while in use so you have more freedom to move.



Along with the freedom to explore your virtual world come additional responsibilities for you to have a safe experience.

Move carefully while you explore the virtual world with 6 degrees of freedom. Fast or abrupt motion may cause a collision or loss of balance.

### **⚠ 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.



- o **Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury.**
- o You are responsible for creating and maintaining a safe environment for use at all times.

- o Serious injuries can occur from tripping or running into or striking walls, furniture, other objects or people, so clear an area for safe use before using the headset.
- o Consider having another person act as a spotter while you move around in a virtual world.
- o Use of the headset and Oculus controllers may result in a loss of balance.
- o Remember that the objects you see in the virtual environment do not exist in the real world, so don't sit or stand on them or use them for support.
- o Remain seated unless your game or content experience requires standing or moving around your play area. If you are using the headset while seated, make sure you are seated on a secure surface and stable platform.
- o Take special care to ensure that you are not near items that you may impact or strike when using—or immediately after using—the headset, like other people, objects, stairs or steps, ramps, sidewalk(s), balconies, open doorways, windows, furniture, open flames (like candles or fireplaces), ceiling fans or light fixtures, televisions or monitors, or other things.
- o Use of the headset with glasses may increase the risk of facial injury if you fall or hit your face.



- o While using the headset with controllers, you may extend your arms fully out to the side or over your head, so make sure those areas are clear.
- o Make sure your play area has a level, firm and even surface without loose carpeting or rugs, uneven surfaces or similar hazards. Remove any tripping hazards from the play area before using the headset.
- o Remember that while using the headset you may be unaware that people and pets may enter your play area.
- o Your view of your surroundings is completely blocked while you are using the headset, so do not hold or handle things that are dangerous, may injure you or may be damaged.
- o The headset is designed for use indoors. Use of the headset outdoors creates additional and uncontrolled hazards, like uneven surfaces and unexpected obstacles, traffic and pedestrians. Also, the Guardian System may not work properly outdoors.
- o Never wear the headset in situations that require attention, such as walking, bicycling, or driving.



- **Guardian System:** The headset contains a boundary system feature, Guardian, designed to assist you in staying in your play area. If you enable it and define your play area, it will help you to be aware of the boundaries of your space. You can get more information about the Guardian System at <https://support.oculus.com/guardian>
- o Before defining your play area, make sure you survey it and clear it of potential hazards as defined in this Guide. The space you define with Guardian should be an area that is clear and away from potential hazards. Make sure your defined space provides for additional space as a buffer between it and potential hazards so you do not contact hazards if your movement carries you beyond the area you defined in Guardian or if you lose your balance or trip.
- o Guardian only assists if you enable it and properly define your play area. Before using the headset each time, confirm that Guardian is enabled, the play area is properly defined and that no new potential impact-hazards were introduced.



- o The Guardian system is only a guide, and may not always show you the exact boundaries of your play area. Guardian may not track you properly in areas with featureless walls, glass or mirrors. You are still responsible for using the headset in a safe environment as described in this Guide.

- o The Guardian system will only alert you to the boundary of your play area. It cannot prevent you from moving out of your play area. For example, it will not prevent you from running into or contacting a wall, or falling through a door or window or down a stairwell. Take particular care to make sure that there are no hazardous areas (stairwells, windows, etc.) or objects immediately outside your play area that you might encounter if you do not react quickly enough to Guardian.



- o Guardian does not identify a boundary over the top of your play area, so take special care to identify that the area overhead is clear of potential hazards like light fixtures and ceiling fans. It will also not alert



you to floor hazards, so follow the instructions for a safe floor surface in this Guide.

- o Guardian does not identify everything in your play area, and will not alert you to items on furniture, like lamps, or other people or pets that may enter your play area after you have donned your headset.

- o Follow all on screen notifications for redefining the boundaries of your play area or functional availability of your system if prompted to do so.

- o Moving at high speeds may not permit you to react in time to stay in your play area, even if Guardian alerts you, so make sure you move slowly enough to react to any Guardian alerts.

- o Guardian may not work properly if your headset is dropped or damaged. Inspect your headset before use, and contact Oculus Support if Guardian is not working properly.

- **Pass-Through Feature:** Your headset is equipped with a “pass-through” feature which uses a camera to display your surroundings on your headset screen for brief real world interaction, and is used to set up the Guardian system.

The pass-through feature displays a distorted view of the physical world, and may lag behind latency) what is actually occurring.

- Do not use the pass-through feature to navigate in the physical world. Remove your headset so you have an undistorted view.




- Always remove your headset for any situation that requires attention or coordination.
- The distorted view of the physical world displayed by the pass-through feature may cause temporary effects if used for a long period of time.
- Effects from use of the pass-through 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 effects.
- 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 variation in speed (velocity) or sudden movements may 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.**



- It is normal for your headset to feel warm to the touch while in use or while charging. Prolonged skin contact with a headset that is hot to the touch may produce skin discomfort or redness, or low temperature burns. If your headset feels hot to the touch or is uncomfortably warm, stop using or charging it, and allow it to cool down.
-  To prevent possible hearing damage, do not listen at high volume levels for long periods.

- The rings on your controllers extend away from your hands. Use caution when moving your hands and arms so you do not strike yourself with the controllers.



## System Alerts

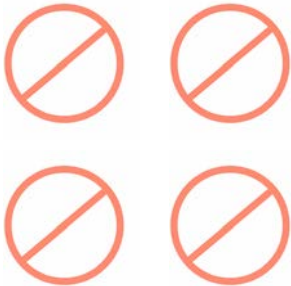
For your protection, the headset will provide you with the following alerts:

- An audible and visual alert when the headset is overheating. If that alert appears/sounds, to reduce the risk of personal injury, immediately remove your headset and let it cool down before continuing use.
- A visual alert in the event of high volume levels. If that alert appears, lower the sound volume to reduce the risk of hearing loss.
- A visual alert if Guardian is not operating properly. If that alert appears, remove your headset and move to an place in your play area where Guardian is operating.



## 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.

- 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. Review the comfort rating for the content you were using, and consider using content with a more appropriate comfort rating.
- See a doctor if you have serious and/or persistent symptoms.

#### **⚠ WARNING**

#### **Headset Battery and Charging**

Your headset contains a rechargeable Lithium-Ion battery and may come with a power adapter (charger) and charging cable. Improper use of the battery or power adapter may result in a fire, explosion, battery leakage or other hazard. Follow these instructions to reduce the risk of injury to you or others, or damage to your product.

- The battery in your headset is not user replaceable or serviceable. Do not attempt to open your headset to access the battery, open, repair or replace the battery. Please contact Oculus Support, if you need battery or power management support for your device.
- Only charge your headset with the included power adapter and cable, or an approved power adapter and cable if not included. Do not use other

cables or power adapters. If you are unsure about whether a cable or power adapter is compatible with your headset, contact Oculus Support.

- Periodically inspect connection cords, connector tips and the power adapter for damage or signs of wear. Do not use your power adapter if prong(s), enclosure, connector port, connector cable or any part is damaged, cracked, or exposed.
- Do not use external battery packs or power sources other than the included power adapter or authorized accessories to charge the battery or power the headset.
- Do not attempt to charge or use the headset if it does not turn on after attempted charging, if it gets abnormally warm when it is used or charged, or if the battery compartment is swollen, leaking liquid or smoking.
- Do not disassemble, crush, bend or deform, puncture, shred or put a high degree of pressure on the headset. This can cause leakage or an internal short-circuit in the battery, resulting in overheating.
- Avoid dropping your headset. Dropping it, especially on a hard surface, can potentially cause damage to the headset and battery. Inspect your headset for visual damage before each use. If you suspect damage to your headset or battery, contact Oculus Support.

- Do not let your headset get wet or come in contact with liquids. Even though the headset may dry and appear to operate normally, the battery contacts or circuitry could slowly corrode and pose a safety hazard. If the headset gets wet, contact Oculus Support, even if the headset appears to be working normally.
- Do not place your headset in areas that may get very hot, such as on or near a cooking surface, cooking appliance, iron or radiator or in direct sunlight. Excessive heating can damage the headset or the battery and could cause the headset or the battery to explode. Do not dry a wet or damp headset with an appliance or heat source such as a microwave oven, hair dryer, iron or radiator. Avoid leaving your headset in a car in high temperatures.
- In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with large amounts of water and seek medical advice.
- Always ensure that the headset has adequate ventilation and air flow while in use or charging. Covering the headset with materials that significantly affect air flow may affect its performance and poses a possible risk of fire or explosion.

- Your headset and power adapter (if provided) comply with applicable limits for industry surface temperature standards. To prevent potential low-temperature burns from prolonged direct contact, avoid direct skin contact with your power adapter for long periods of time when charging, or when plugged into a power source. Ensure the power adapter is in a well-ventilated area, when in use. Use the approved charging cable to optimize proximity of your device to the adapter; do not place adapter under a pillow, blanket or part of your body. Users with special medical or physical conditions that impair the ability to detect heat against your skin should take special care when using the device or charging with the power adapter. Follow any thermal warnings and advisory that may appear on your device's screen.
- Dispose of your headset and battery properly. Do not dispose of the headset or battery in a fire or incinerator, as the battery may explode when overheated. Dispose of separately from household waste. Refer to [www.oculus.com/support](http://www.oculus.com/support) for proper maintenance, replacement, and disposal of your headset.



### **Repetitive Stress Injury:**

Using the device may make your muscles, joints, neck, hand(s), 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.



### **Accessories**

- Your headset and software are not designed for use with any unauthorized accessory. Use of an unauthorized accessory may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty
- Refer to accessory instructions for proper installation, warnings, and use of included and authorized accessories.
- Only use recommended batteries and charging systems for authorized accessories.
- Install and use wrist straps or lanyard with accessories when available to secure to your wrist when in use.
- Use lanyards with all tracked accessories so they do not become loose projectiles.

**⚠ WARNING****Interference with  
Medical Devices**

The headset and controller(s) may 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 and controller without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between the headset and controller and your medical devices. Stop using the headset and/or controller(s) if you observe a persistent interference with your medical device.

**⚠ WARNING****Controller Batteries**

Your controllers contain AA batteries.

- **CHOKING HAZARD.** The remote 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 a battery is swallowed, it can cause severe internal burns and potential perforation of esophagus in just 2 hours and can lead to death.
- If you think batteries might have been swallowed or placed inside any part of the body, seek

medical attention, and have your doctor call the battery ingestion hotline at (800) 498-8666 or (202) 625-3333.

- 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.
- Keep in original package until ready to use. Properly dispose of used batteries promptly.
- Battery in the controller is user-replaceable: **CAUTION – RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.**
- Do not disassemble, pierce, or attempt to modify batteries.
- Risk of fire. Batteries can explode or leak if installed backwards, disassembled, charged, crushed, mixed with used or other battery types, or exposed to fire or high temperature.
- Do not allow conductive materials to touch the battery terminals on the controllers. Keep batteries dry and avoid liquid intrusion. Discontinue use and contact Oculus Support if there is liquid intrusion or accidental spill onto the device or battery compartment.



- Discontinue use if you observe any abnormal increase in temperature on the device and/or around the battery compartment(s).
- Warning required by the State of California: Perchlorate Material-special handling may apply, see [www.dtsc.ca.gov/hazardouswaste/perchlorate](http://www.dtsc.ca.gov/hazardouswaste/perchlorate).
- Refer to [www.oculus.com/support](http://www.oculus.com/support) for proper maintenance, replacement, and disposal of batteries.

### **⚠ WARNING Electrical Shock**

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not charge this device if any part of the provided or approved AC Adapter cable is torn, any wires are exposed, or battery compartment damaged.
- Do not insert any metal, conductive, or any foreign objects into the charging port.
- Do not expose the device to water or fluid.
- ONLY use provided AC Adapter with your device or other authorized adapter if one was not provided with your device.

### **⚠ 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 Oculus authorized servicer.



### **⚠ 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 and controller(s) should be cleaned between each use with skin-friendly non-alcohol, non-abrasive antibacterial wipes and with a dry microfiber cloth for the lenses. Do not use liquid or chemical cleansers on the lenses. Replace the facial interface on the headset if it becomes worn or cannot be cleaned.

### **⚠ 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. Similarly with

the hand-controller, please stop use if you observe any skin irritation or reaction. If symptoms persist, contact a doctor.

### **⚠ CAUTION** Device Temperature

 It is important to check the temperature of your device as front surfaces may get hot. To reduce the risk of injury, take caution and do not touch hot surfaces for prolonged periods.

### **⚠ CAUTION** Use Environment

- To avoid damage to your headset or controllers, do not expose them to moisture, high humidity, high concentrations of dust or airborne materials, temperatures outside their operating range or direct sunlight.
- Take particular care to avoid direct sunlight on the lenses. Direct sunlight on the lenses for even brief periods may damage the optics and display.
- Keep cables away from children and pets.



### **NOTICE**

### **Not a Medical Device**

The headset and accessories are not medical devices, and are not intended to diagnose, treat, cure, or prevent any disease.

### **NOTICE**

### **Keep Away from Pets**

To avoid damage, keep your headset, charger, cables and accessories away from pets.

## **Regulatory Information**

This product has been tested and complies with applicable worldwide regulations, including: EN/IEC 60950-1:2006+A11: 2009+A1:2010+A12:2011+A2:2013; UL60950-1/CSA-C22.2 No. 60950-1-07 (2nd Edition) +A1:2011+A2:2014; EN50566: 2017; EN50360: 2017; FCC Part 15; Radio Equipment Directive 2014/53/EU; EN 300 328 V2.1.1; EN 301 893 V2.1.1; EN62479:2010; EN 301 489-1 V2.1.1; EN 301 489-17 V3.1.1; AS/NZS 4268:2017; RoHS Recast Directive (RoHS 2) 2011/65/EU; REACH Regulation (EC) No. 1907/2006; WEEE Directive 2012/19/EU; CA Proposition 65.

Oculus hereby declares that this product is in compliance with the essential requirements and the other relevant provisions of Directive 2014/53/EU. For the full declaration of conformity, see [www.oculus.com/compliance](http://www.oculus.com/compliance).

# 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: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

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.

i. The device for operation in the band 5150–5250 MHz is only for indoor use to reduce the potential for harmful interference to co-channel mobile satellite systems;

ii. For devices with detachable antenna(s), the maximum antenna gain permitted for devices in the band 5725–5850 MHz shall be such that the equipment still complies with the e.i.r.p. limits specified for point-to-point and non-point-to-point operation as appropriate; and

iii. Users should also be advised that high-power radars are allocated as primary users (i.e. priority users) of the bands 5250–5350 MHz and 5650–5850 MHz and that these radars could cause interference and/or damage to LE-LAN devices.

## Facebook Technologies Limited Consumer Warranty

**Who Is This Warranty From?** This limited consumer warranty (the "Warranty") is issued by Facebook Technologies, LLC of 1601 Willow Road, Menlo Park, CA 94025 ("Facebook Technologies", "we", or "us").

**Who Is This Warranty To?** Facebook Technologies issues this Warranty to you, as a consumer who has purchased a new, covered product from Facebook Technologies or an authorized retailer ("you"). This Warranty is not available to products that were purchased from any source other than Facebook Technologies or an authorized retailer.

If you purchased your product in **Australia, Canada, France or Italy, this Warranty does not apply to you** and you should consult the specific warranty for your country, available in the box with your product and at [oculus.com/legal/limited-warranty](https://oculus.com/legal/limited-warranty) for Oculus products, and at [portal.facebook.com/warranty](https://portal.facebook.com/warranty) for all other products where applicable.

This Warranty applies only to those countries to which Facebook Technologies ships and supports. For information about the countries Facebook Technologies supports, go to [support.oculus.com](https://support.oculus.com) for purchases of Oculus products, and [portal.facebook.com/support](https://portal.facebook.com/support) for all other products.

**What Does This Warranty Do?** This Warranty gives you specific legal rights, and you may also have other rights, which vary from state to state and country to country. *This Warranty is in addition to, and 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 Facebook Technologies 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 Facebook Technologies 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 Facebook Technologies products require periodic connection to an online Facebook Technologies account to ensure full functionality.

**How Long Does Coverage Last?** This limited Warranty continues for one (1) year from the date of purchase or delivery of the Product, whichever is later (the "Warranty Period"). However, if you purchase the Product from within the EU or EFTA, the Warranty Period shall be two (2) years.

**What Will Facebook Technologies 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, refurbished, or remanufactured Product. If we determine, in our 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 [support.oculus.com](https://support.oculus.com) for Oculus related products, and [portal.facebook.com/support](https://portal.facebook.com/support) for all other products 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. Proof of purchase may not be required if we are able to verify your purchase in advance.

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 Facebook Technologies. 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. 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 we are unable to verify your proof of purchase in advance, and you send us a Product without a valid proof of purchase, then we reserve the right to 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 Does This Warranty 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, improper or unauthorized repair or other 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 Facebook Technologies or a Facebook Technologies authorized retailer (including non-authorized online auctions), (viii) non-Facebook Technologies 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.

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, Facebook Technologies does not extend any implied or statutory warranties, conditions or representations regarding the Product or any connected software or online services.

FACEBOOK TECHNOLOGIES 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 FACEBOOK TECHNOLOGIES BE LIABLE TO YOU FOR ANY SPECIAL, INDIRECT, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES OF ANY KIND WHATSOEVER, EVEN IF FACEBOOK TECHNOLOGIES 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 FACEBOOK TECHNOLOGIES' 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. The courts in some countries may not apply the law of California to some types of disputes. If you reside in one of those countries, your country's laws will apply to such disputes related to this Warranty.

**Questions?** If you have questions, or to begin the service process, please visit us at [support.oculus.com](https://support.oculus.com) for Oculus related product questions, and [portal.facebook.com/support](https://portal.facebook.com/support) for all other product inquiries.

## Facebook Technologies Limited Consumer Warranty – Canada

**If you are a consumer subject to the Quebec Consumer Protection Act, the following applies to you in replacement of any Facebook Technologies Limited Consumer Warranty provided with your purchased product:**

**Who Is This Warranty From?** This limited consumer warranty (the "Warranty") is issued by Facebook Technologies, LLC ("Facebook Technologies", "we", or "us"), having a place of business at of 1601 Willow Road, Menlo Park, CA 94025.

**Who Is This Warranty To?** Facebook Technologies issues this Warranty to you, as a consumer who has purchased a new, covered product from Facebook Technologies or an authorized retailer ("you") in Canada. This Warranty is not available to products that were purchased from any source other than Facebook Technologies or an authorized retailer.

**What Does This Warranty Do?** This Warranty gives you specific legal rights, and you may also have other rights, which vary from state to 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.

**What Does This Warranty Cover?** This Warranty covers defects and malfunctions in the new Facebook Technologies 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 Facebook Technologies 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 Facebook Technologies products require periodic connection to an online Facebook Technologies account to ensure full functionality.

**How Long Does Coverage Last?** This limited Warranty continues for one (1) year from the date of purchase or delivery of the Product, whichever is later (the "Warranty Period").

**What Will Facebook Technologies 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, refurbished, or remanufactured Product. If we determine, in our 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 <https://support.Oculus.com> 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. Proof of purchase may not be required if we are able to verify your purchase in advance.

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 Facebook Technologies. 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. 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, provided that if you are a consumer subject to the Quebec *Consumer Protection Act*, the Warranty Period is further extended for a period equal to the time during which we had your Product in our possession for the performance of this Warranty.

If we are unable to verify your proof of purchase in advance, and you send us a Product without a valid proof of purchase, then we reserve the right to 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 Does This Warranty 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, improper or unauthorized repair or other 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 Facebook Technologies or an Facebook Technologies authorized retailer (including non-authorized online auctions), (viii) non-Facebook Technologies 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.

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.

**If you are a consumer subject to the QCPA, the exclusion of warranties contained in the immediately following paragraph do not limit your rights and remedies under the Quebec *Consumer Protection Act*, including the**

**right to make a claim under any of the statutory warranties provided under sections 34 to 54 of such statute.**

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

**If you are a consumer subject to the Quebec *Consumer Protection Act*, the limitations of liability contained in the immediately following paragraph do not liberate Facebook Technologies from the consequences of its own acts or the acts of its representatives.**

FACEBOOK TECHNOLOGIES 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 FACEBOOK TECHNOLOGIES BE LIABLE TO YOU FOR ANY SPECIAL, INDIRECT, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES OF ANY KIND WHATSOEVER, EVEN IF FACEBOOK TECHNOLOGIES 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.

**If you are a consumer subject to the Quebec *Consumer Protection Act*, the limitations of liability contained in the immediately following paragraph do not liberate Facebook Technologies from the consequences of its own acts or the acts of its representatives.**

IN NO EVENT SHALL FACEBOOK TECHNOLOGIES'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.

**If you are a consumer subject to the Quebec *Consumer Protection Act*, the immediately following governing law provision does not apply to you.**

**What Laws Govern This Warranty?** The laws of the State of California, USA, govern this Warranty. The courts in Canada may not apply the law of California to some types of disputes. When that is the case and applicable, the laws of Canada will apply to such disputes related to this Warranty.

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

**Developed in the United States**

**Designed by Oculus**

**Facebook Technologies, LLC**

**1 Hacker Way, Menlo Park, CA, USA**

**Facebook Technologies Ireland Limited**

**4 Grand Canal Square, Grand Canal Harbour,**

**Dublin 2, Ireland**

**Assembled in China**

## Product Description

Oculus Quest is the world's first all-in-one gaming system built for virtual reality. No wires. No PC. Just set up with the Oculus mobile app, and you're free to explore VR from almost anywhere. Four ultra-wide angle sensors inside the headset power Oculus Insight, which precisely tracks your environment and instantly translates your movements into VR. And with ergonomic design and haptic feedback, our intuitive Touch controllers bring your hands into the game. Take VR gaming to the next level. And everywhere else.

## What's in the Box?



Headset



Controllers

Power  
AdapterCharging  
CableEyeglass  
SpacerAA  
BatteriesQuick Start  
GuideSafety &  
Warranty  
Manual

Oculus Quest, VR Headset	Model No: MH-B
Oculus Touch Controllers	Model No: MI-BR (Right) MI-BL (Left)
Oculus Go Adapter	Model No: x12345678x



## Grab your phone to get started.

Download the Oculus app on your mobile phone to set up your headset. [www.oculus.com/app](http://www.oculus.com/app)

NOTE: Please visit [www.oculus.com/setup](http://www.oculus.com/setup) for setup instructions. Please visit <https://support.oculus.com> for best practices and troubleshooting.

## Product Care and Maintenance

Please only use dry optical lens micro-fiber cloths for cleaning of the headset lenses. Do not clean lenses with any liquid or chemical cleaners. Do not clean the facial interface fabric with alcohol or any other abrasive cleaning solution. You may hand wash with mild detergent and air dry.

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



- Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the optics and display.
- Do not shine a laser or external light source through the lenses as it may damage the display.
- Ensure the controller battery tray cover is in good working condition and locks in place.
- As with any electronic device, avoid exposure to water or fluids.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-35°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing).
- Non-Operating (Storage): -30-65°C / -22-149°F, 85%RH.

## Product Electrical Specifications

Component	Rating	Wireless Frequency
Headset	5V, 3A	2.400-2.485 5.150-5.850 GHz
Controller	1.5V, 190mA	2.400-2.485 GHz
Battery (Controller)	1.5V (1-AA Alkaline)	Not Applicable

## Health and Safety

### 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 your VR system.

### WARNING

#### Before Using your VR System:

- 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, software and/or content. Use of an unauthorized device, accessory, software and/or content or hacking the device, software or content may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty.

- To reduce the risk of discomfort, properly adjust side and top straps, and ensure comfortable placement of the facial interface and that you see a single, clear image; this will aid in proper weight balance and distribution of the headset. Re-check the settings before resuming use after a break, to avoid any unintended changes to any adjustments.



when experiencing these situations. Oculus provides comfort ratings for some content, and you should review the comfort rating for your content before use. (For more details on comfort ratings and how they can assist in providing a comfortable experience, go to <https://support.oculus.com/comfort>. If you have a history of discomfort when exposed to certain content or experiences or are new to virtual reality, start with content rated Comfortable, before trying Moderate, Intense or Unrated content.



- 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.
- Consult with your physician 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. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. If you previously have had a seizure, loss of awareness, or other symptom linked to an epileptic condition you should see a doctor before using the headset.

### **⚠ WARNING Children:**

This product is not a toy and 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 adverse 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 Your VR System 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 Risks associated with freedom of movement**

Your headset provides 6 degrees of freedom, which allows you to move around in your physical world while you experience a virtual world. Your headset is also self-contained and it is not connected to a computer by a cable while in use so you have more freedom to move.



Along with the freedom to explore your virtual world come additional responsibilities for you to have a safe experience.

Move carefully while you explore the virtual world with 6 degrees of freedom. Fast or abrupt motion may cause a collision or loss of balance.

### **⚠ 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.



- o **Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury.**
- o You are responsible for creating and maintaining a safe environment for use at all times.
- o Serious injuries can occur from tripping or running into or striking walls, furniture, other

objects or people, so clear an area for safe use before using the headset.

- o Consider having another person act as a spotter while you move around in a virtual world.
- o Use of the headset and Oculus controllers may result in a loss of balance.
- o Remember that the objects you see in the virtual environment do not exist in the real world, so don't sit or stand on them or use them for support.
- o Remain seated unless your game or content experience requires standing or moving around your play area. If you are using the headset while seated, make sure you are seated on a secure surface and stable platform.
- o Take special care to ensure that you are not near items that you may impact or strike when using—or immediately after using—the headset, like other people, objects, stairs or steps, ramps, sidewalk(s), balconies, open doorways, windows, furniture, open flames (like candles or fireplaces), ceiling fans or light fixtures, televisions or monitors, or other things.
- o Use of the headset with glasses may increase the risk of facial injury if you fall or hit your face.

- o While using the headset with controllers, you may extend your arms fully out to the side or over your head, so make sure those areas are clear.
- o Make sure your play area has a level, firm and even surface without loose carpeting or rugs, uneven surfaces or similar hazards. Remove any tripping hazards from the play area before using the headset.
- o Remember that while using the headset you may be unaware that people and pets may enter your play area.
- o Your view of your surroundings is completely blocked while you are using the headset, so do not hold or handle things that are dangerous, may injure you or may be damaged.
- o The headset is designed for use indoors. Use of the headset outdoors creates additional and uncontrolled hazards, like uneven surfaces and unexpected obstacles, traffic and pedestrians. Also, the Guardian System may not work properly outdoors.
- o Never wear the headset in situations that require attention, such as walking, bicycling, or driving.



- **Guardian System:** The headset contains a boundary system feature, Guardian, designed to assist you in staying in your play area. If you enable it and define your play area, it will help you to be aware of the boundaries of your space. You can get more information about the Guardian System at <https://support.oculus.com/guardian>
- o Before defining your play area, make sure you survey it and clear it of potential hazards as defined in this Guide. The space you define with Guardian should be an area that is clear and away from potential hazards. Make sure your defined space provides for additional space as a buffer between it and potential hazards so you do not contact hazards if your movement carries you beyond the area you defined in Guardian or if you lose your balance or trip.
- o Guardian only assists if you enable it and properly define your play area. Before using the headset each time, confirm that Guardian is enabled, the play area is properly defined and that no new potential impact-hazards were introduced.



o The Guardian system is only a guide, and may not always show you the exact boundaries of your play area. Guardian may not track you properly in areas with featureless walls, glass or mirrors. You are still responsible for using the headset in a safe environment as described in this Guide.

o The Guardian system will only alert you to the boundary of your play area. It cannot prevent you from moving out of your play area. For example, it will not prevent you from running into or contacting a wall, or falling through a door or window or down a stairwell. Take particular care to make sure that there are no hazardous areas (stairwells, windows, etc.) or objects immediately outside your play area that you might encounter if you do not react quickly enough to Guardian.

o Guardian does not identify a boundary over the top of your play area, so take special care to identify that the area overhead is clear of potential hazards like light fixtures and ceiling fans. It will also not alert



you to floor hazards, so follow the instructions for a safe floor surface in this Guide.

o Guardian does not identify everything in your play area, and will not alert you to items on furniture, like lamps, or other people or pets that may enter your play area after you have donned your headset.

o Follow all on screen notifications for redefining the boundaries of your play area or functional availability of your system if prompted to do so.

o Moving at high speeds may not permit you to react in time to stay in your play area, even if Guardian alerts you, so make sure you move slowly enough to react to any Guardian alerts.

o Guardian may not work properly if your headset is dropped or damaged. Inspect your headset before use, and contact Oculus Support if Guardian is not working properly.

• **Pass-Through Feature:** Your headset is equipped with a “pass-through” feature which uses a camera to display your surroundings on your headset screen for brief real world interaction, and is used to set up the Guardian system.

The pass-through feature displays a distorted view of the physical world, and may lag behind latency) what is actually occurring.

- Do not use the pass-through feature to navigate in the physical world. Remove your headset so you have an undistorted view.




- Always remove your headset for any situation that requires attention or coordination.
- The distorted view of the physical world displayed by the pass-through feature may cause temporary effects if used for a long period of time.
- Effects from use of the pass-through 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 effects.
- 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 variation in speed (velocity) or sudden movements may 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.**



- It is normal for your headset to feel warm to the touch while in use or while charging. Prolonged skin contact with a headset that is hot to the touch may produce skin discomfort or redness, or low temperature burns. If your headset feels hot to the touch or is uncomfortably warm, stop using or charging it, and allow it to cool down.
-  To prevent possible hearing damage, do not listen at high volume levels for long periods.

- The rings on your controllers extend away from your hands. Use caution when moving your hands and arms so you do not strike yourself with the controllers.



## System Alerts

For your protection, the headset will provide you with the following alerts:

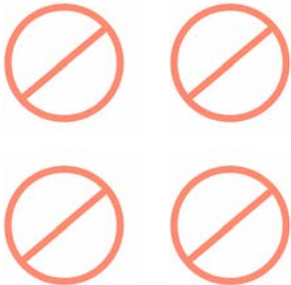
- An audible and visual alert when the headset is overheating. If that alert appears/sounds, to reduce the risk of personal injury, immediately remove your headset and let it cool down before continuing use.
- A visual alert in the event of high volume levels. If that alert appears, lower the sound volume to reduce the risk of hearing loss.
- A visual alert if Guardian is not operating properly. If that alert appears, remove your headset and move to an place in your play area where Guardian is operating.



## 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.

- 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. Review the comfort rating for the content you were using, and consider using content with a more appropriate comfort rating.
- See a doctor if you have serious and/or persistent symptoms.



### **WARNING Headset Battery and Charging**

Your headset contains a rechargeable Lithium-Ion battery and may come with a power adapter (charger) and charging cable. Improper use of the battery or power adapter may result in a fire, explosion, battery leakage or other hazard. Follow these instructions to reduce the risk of injury to you or others, or damage to your product.

- The battery in your headset is not user replaceable or serviceable. Do not attempt to open your headset to access the battery, open, repair or replace the battery. Please contact Oculus Support, if you need battery or power management support for your device.
- Only charge your headset with the included power adapter and cable, or an approved power adapter and cable if not included. Do not use other

cables or power adapters. If you are unsure about whether a cable or power adapter is compatible with your headset, contact Oculus Support.

- Periodically inspect connection cords, connector tips and the power adapter for damage or signs of wear. Do not use your power adapter if prong(s), enclosure, connector port, connector cable or any part is damaged, cracked, or exposed.
- Do not use external battery packs or power sources other than the included power adapter or authorized accessories to charge the battery or power the headset.
- Do not attempt to charge or use the headset if it does not turn on after attempted charging, if it gets abnormally warm when it is used or charged, or if the battery compartment is swollen, leaking liquid or smoking.
- Do not disassemble, crush, bend or deform, puncture, shred or put a high degree of pressure on the headset. This can cause leakage or an internal short-circuit in the battery, resulting in overheating.
- Avoid dropping your headset. Dropping it, especially on a hard surface, can potentially cause damage to the headset and battery. Inspect your headset for visual damage before each use. If you suspect damage to your headset or battery, contact Oculus Support.

- Do not let your headset get wet or come in contact with liquids. Even though the headset may dry and appear to operate normally, the battery contacts or circuitry could slowly corrode and pose a safety hazard. If the headset gets wet, contact Oculus Support, even if the headset appears to be working normally.
- Do not place your headset in areas that may get very hot, such as on or near a cooking surface, cooking appliance, iron or radiator or in direct sunlight. Excessive heating can damage the headset or the battery and could cause the headset or the battery to explode. Do not dry a wet or damp headset with an appliance or heat source such as a microwave oven, hair dryer, iron or radiator. Avoid leaving your headset in a car in high temperatures.
- In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with large amounts of water and seek medical advice.
- Always ensure that the headset has adequate ventilation and air flow while in use or charging. Covering the headset with materials that significantly affect air flow may affect its performance and poses a possible risk of fire or explosion.

- Your headset and power adapter (if provided) comply with applicable limits for industry surface temperature standards. To prevent potential low-temperature burns from prolonged direct contact, avoid direct skin contact with your power adapter for long periods of time when charging, or when plugged into a power source. Ensure the power adapter is in a well-ventilated area, when in use. Use the approved charging cable to optimize proximity of your device to the adapter; do not place adapter under a pillow, blanket or part of your body. Users with special medical or physical conditions that impair the ability to detect heat against your skin should take special care when using the device or charging with the power adapter. Follow any thermal warnings and advisory that may appear on your device's screen.
- Dispose of your headset and battery properly. Do not dispose of the headset or battery in a fire or incinerator, as the battery may explode when overheated. Dispose of separately from household waste. Refer to [www.oculus.com/support](http://www.oculus.com/support) for proper maintenance, replacement, and disposal of your headset.



### **WARNING Repetitive Stress Injury:**

Using the device may make your muscles, joints, neck, hand(s), 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 Accessories**

- Your headset and software are not designed for use with any unauthorized accessory. Use of an unauthorized accessory may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty
- Refer to accessory instructions for proper installation, warnings, and use of included and authorized accessories.
- Only use recommended batteries and charging systems for authorized accessories.
- Install and use wrist straps or lanyard with accessories when available to secure to your wrist when in use.
- Use lanyards with all tracked accessories so they do not become loose projectiles.

**⚠ WARNING****Interference with Medical Devices**

The headset and controller(s) may 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 and controller without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between the headset and controller and your medical devices. Stop using the headset and/or controller(s) if you observe a persistent interference with your medical device.

**⚠ WARNING****Controller Batteries**

Your controllers contain AA batteries.

- **CHOKING HAZARD.** The remote 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 a battery is swallowed, it can cause severe internal burns and potential perforation of esophagus in just 2 hours and can lead to death.
- If you think batteries might have been swallowed or placed inside any part of the body, seek

medical attention, and have your doctor call the battery ingestion hotline at (800) 498-8666 or (202) 625-3333.

- 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.
- Keep in original package until ready to use. Properly dispose of used batteries promptly.
- Battery in the controller is user-replaceable: **CAUTION – RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.**
- Do not disassemble, pierce, or attempt to modify batteries.
- Risk of fire. Batteries can explode or leak if installed backwards, disassembled, charged, crushed, mixed with used or other battery types, or exposed to fire or high temperature.
- Do not allow conductive materials to touch the battery terminals on the controllers. Keep batteries dry and avoid liquid intrusion. Discontinue use and contact Oculus Support if there is liquid intrusion or accidental spill onto the device or battery compartment.

- Discontinue use if you observe any abnormal increase in temperature on the device and/or around the battery compartment(s).
- Warning required by the State of California: Perchlorate Material-special handling may apply, see [www.dtsc.ca.gov/hazardouswaste/perchlorate](http://www.dtsc.ca.gov/hazardouswaste/perchlorate).
- Refer to [www.oculus.com/support](http://www.oculus.com/support) for proper maintenance, replacement, and disposal of batteries.

### **⚠ WARNING Electrical Shock**

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not charge this device if any part of the provided or approved AC Adapter cable is torn, any wires are exposed, or battery compartment damaged.
- Do not insert any metal, conductive, or any foreign objects into the charging port.
- Do not expose the device to water or fluid.
- ONLY use provided AC Adapter with your device or other authorized adapter if one was not provided with your device.

### **⚠ 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 Oculus authorized service.



### **⚠ 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 and controller(s) should be cleaned between each use with skin-friendly non-alcohol, non-abrasive antibacterial wipes and with a dry microfiber cloth for the lenses. Do not use liquid or chemical cleansers on the lenses. Replace the facial interface on the headset if it becomes worn or cannot be cleaned.

### **⚠ 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. Similarly with

the hand-controller, please stop use if you observe any skin irritation or reaction. If symptoms persist, contact a doctor.

### **⚠ CAUTION** Device Temperature

 It is important to check the temperature of your device as front surfaces may get hot. To reduce the risk of injury, take caution and do not touch hot surfaces for prolonged periods.

### **⚠ CAUTION** Use Environment

- To avoid damage to your headset or controllers, do not expose them to moisture, high humidity, high concentrations of dust or airborne materials, temperatures outside their operating range or direct sunlight.
- Take particular care to avoid direct sunlight on the lenses. Direct sunlight on the lenses for even brief periods may damage the optics and display.
- Keep cables away from children and pets.



### **NOTICE**

### **Not a Medical Device**

The headset and accessories are not medical devices, and are not intended to diagnose, treat, cure, or prevent any disease.

### **NOTICE**

### **Keep Away from Pets**

To avoid damage, keep your headset, charger, cables and accessories away from pets.

## **Regulatory Information**

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.

- i. Les dispositifs fonctionnant dans la bande de 5150 à 5250 MHz sont réservés uniquement pour une utilisation à l'intérieur afin de réduire les risques de brouillage préjudiciable aux systèmes de satellites mobiles utilisant les mêmes canaux;
- ii. Pour les dispositifs munis d'antennes amovibles, le gain maximal d'antenne permis (pour les dispositifs utilisant la bande de 5725 à 5850 MHz) doit être conforme à la limite de la p.i.r.e. spécifiée pour l'exploitation point à point et l'exploitation non point à point, selon le cas;
- iii. Les utilisateurs devraient aussi être avisés, d'une part, que les utilisateurs de radars de haute puissance sont désignés utilisateurs principaux (c.-à-d., qu'ils ont la priorité) des bandes de 5250 à 5350 MHz et de 5650 à 5850 MHz et, d'autre part, que ces radars pourraient causer du brouillage et/ou des dommages aux dispositifs de RL-EL.

# Garantie limitée du consommateur Facebook Technologies – Canada

Si vous êtes un consommateur soumis à la Loi sur la protection du consommateur (Québec), ce qui suit vous est applicable aux lieux et places de toute Garantie limitée du consommateur de Facebook Technologies fournie avec le produit que vous avez acheté :

**Qui est l'émetteur de la présente Garantie?** La présente garantie limitée du consommateur (la « Garantie ») est émise par Facebook Technologies, LLC (« Facebook Technologies » ou « nous »), disposant d'un établissement au 1601 Willow Road, Menlo Park, CA 94025.

**À qui s'adresse la présente Garantie?** Facebook Technologies vous offre la présente Garantie, en tant que consommateur ayant acheté à Facebook Technologies ou à un détaillant agréé un produit neuf au Canada, couvert par la présente Garantie (« vous »). La présente Garantie ne couvre pas les produits achetés auprès d'une source autre que Facebook Technologies ou un détaillant agréé.

**Quel est l'objet de la présente Garantie?** La présente Garantie vous confère des droits spécifiques; vous pouvez également disposer d'autres droits, qui varient d'un État et d'un pays à l'autre. *La présente Garantie n'affecte pas les droits dont vous disposez en vertu des lois de votre pays concernant la vente de biens de consommation.*

**Que couvre la Garantie?** La présente Garantie couvre les défauts et les dysfonctionnements des produits de Facebook Technologies neufs auxquels elle se rapporte (le « Produit »). Nous garantissons que le Produit, dans des conditions d'utilisation normale et conforme à sa destination, fonctionnera de manière substantielle conformément à nos spécifications techniques ou à la documentation qui l'accompagne (les « Fonctionnalités garanties ») pendant la Période de garantie. Si et dans la mesure où le Produit nécessite des logiciels ou services de Facebook Technologies pour répondre aux Fonctionnalités garanties, nous mettrons et tiendrons à votre disposition les logiciels et services pendant la Période de garantie. Nous pouvons, à notre entière discrétion, mettre à jour, modifier ou limiter ces logiciels et services tant que nous respectons ou allons au-delà des Fonctionnalités garanties.

Il n'est pas nécessaire d'enregistrer le Produit pour bénéficier de la présente Garantie, mais certains produits de Facebook Technologies nécessitent une connexion périodique à un compte de Facebook Technologies en ligne pour assurer leur pleine fonctionnalité.

**Quelle est la durée de la garantie?** La présente Garantie limitée a une durée de un (1) an à compter de la date d'achat ou de livraison du Produit, selon la plus tardive de ces deux dates (la « Période de garantie »).

**Que fera Facebook Technologies en cas de problème avec le Produit?** Si votre Produit est défectueux ou présente un dysfonctionnement, soit nous le réparons ou le remplacerons, soit nous mettrons à jour les logiciels ou services de manière à ce que le Produit fonctionne de manière substantielle conformément aux Fonctionnalités garanties. Nous déciderons seuls de l'approche à adopter pour résoudre les problèmes. Si nous déterminons qu'un Produit doit être remplacé, le Produit de remplacement pourra être neuf, remis à neuf ou reconstruit. Si nous déterminons à notre entière discrétion qu'aucun des moyens énumérés n'est raisonnable pour corriger un défaut ou un dysfonctionnement, nous pouvons vous rembourser le prix que vous avez payé pour acheter le Produit.

**Comment bénéficier du service de Garantie?** Tout d'abord, signalez-nous le problème. Si vous rencontrez un problème avec votre Produit, veuillez consulter le site <https://support.oculus.com> pour obtenir les informations utiles concernant le service de garantie et les coordonnées du service à contacter et pour soumettre un formulaire de réclamation afin de bénéficier du service de garantie.

S'il est nécessaire que vous renvoyiez votre Produit pour bénéficier du service de garantie, nous vous fournirons une étiquette de retour préremplie que vous devrez utiliser pour renvoyer le Produit accompagné d'une preuve d'achat. Une preuve d'achat peut ne pas être nécessaire si nous sommes en mesure de vérifier votre achat à l'avance.

Vous pourriez devoir payer les frais de retour du Produit à nos installations. Aussi, en renvoyant le Produit, vous acceptez d'en transférer la propriété à Facebook Technologies. Lorsque nous recevrons le produit, nous déterminerons s'il présente un défaut ou un dysfonctionnement couvert par la présente Garantie. Si nous trouvons un défaut ou un dysfonctionnement couvert par la Garantie, nous réparons ou remplacerons le Produit de manière à ce qu'il réponde aux Fonctionnalités garanties et vous renverrons à nos frais le Produit réparé ou, le cas échéant, un Produit de remplacement. Il se peut que nous ne vous restituions pas le Produit d'origine. Nous ne

pouvons pas garantir que nous serons en mesure de réparer le Produit sans risque pour les programmes ou les données ni sans perte de ceux-ci; le Produit de remplacement ne contiendra aucune de vos données qui étaient stockées dans le Produit d'origine. Tout Produit réparé ou remplacé restera couvert par la présente Garantie pour le reste de la Période de garantie initiale ou pendant quatre-vingt-dix (90) jours à compter de la réception du Produit de remplacement ou réparé, selon la plus importante de ces deux périodes, étant précisé que si vous êtes un consommateur soumis à la *Loi sur la protection du consommateur* (Québec), la Période de garantie sera prolongée pour une période égale au délai pendant lequel nous avons eu votre Produit en notre possession aux fins d'exécution de la présente Garantie.

Si nous ne sommes pas en mesure de vérifier votre preuve d'achat à l'avance, et que vous nous renvoyez un Produit sans preuve d'achat valide, nous nous réservons le droit de vous renvoyer le Produit à vos frais sous réserve de votre paiement préalable ou, si ces frais ne sont pas payés d'avance, nous tiendrons le Produit à votre disposition pendant trente (30) jours avant de nous en défaire.

**Qu'est-ce qui n'est pas couvert par la présente Garantie?** La présente Garantie est limitée et *ne couvre pas* : (i) l'usure normale; (ii) les dommages résultant d'une mauvaise utilisation, d'un accident (p. ex. : choc physique accidentel, exposition à un liquide, à des aliments ou à d'autres contaminants, etc.), d'une négligence, d'un abus, d'une réparation ou autre modification inadaptée ou non autorisée, d'une falsification ou d'une utilisation avec des équipements, appareils, logiciels, services inadéquats ou d'autres articles de tiers non autorisés; (iii) l'utilisation non conforme à la documentation du Produit; (iv) l'utilisation à des fins commerciales; (v) l'utilisation pour les besoins d'un commerce, d'une entreprise ou d'une activité professionnelle; (vi) les produits d'occasion ou revendus; (vii) les Produits achetés à des sources autres que Facebook Technologies ou un détaillant agréé de Facebook Technologies (y compris les ventes aux enchères en ligne non agréées); (viii) les Produits qui ne sont pas proposés par Facebook Technologies; (ix) l'utilisation du Produit contraire à la législation, à la réglementation ou aux ordonnances en vigueur là où le Produit est utilisé; ou (x) les fonctionnalités ou paramètres de fonctionnement ou de rendement relatifs aux logiciels ou services allant au-delà des Fonctionnalités garanties du Produit.

La présente Garantie ne prévoit aucune garantie spécifique garantissant que le produit sera exempt d'erreur ou garantie relative au temps d'utilisation

ou à la disponibilité permanente, aux dispositifs de sécurité des données des logiciels ou des comptes en ligne, ni de garantie selon laquelle les logiciels, micrologiciels et sites internet fonctionneront sans interruption ou sans erreur. La présente Garantie limitée est nulle si un Produit est retourné alors que les étiquettes ont été supprimées, endommagées ou falsifiées ou s'il a été altéré (y compris le retrait non autorisé de tout composant ou emballage externe).

La présente Garantie ne couvre pas la perte de données; il est de votre responsabilité de sauvegarder régulièrement vos données, électroniquement ou physiquement, si vous souhaitez les conserver. Les indemnités et coûts liés à la récupération et à la suppression des données et à l'installation ne sont pas recouvrables aux termes de la présente Garantie.

**Si vous êtes un consommateur soumis à la *Loi sur la protection du consommateur* (Québec), l'exclusion des garanties énoncée ci-dessous ne limite pas vos droits et les recours dont vous disposez aux termes de la *Loi sur la protection du consommateur* (Québec), y compris le droit de présenter une réclamation sur le fondement des garanties légales visées aux Articles 34 à 54 de cette loi.**

Par la présente Garantie, Facebook Technologies ne prolonge aucune garantie, condition ou déclaration implicite ou prévue par la loi relativement au Produit ou aux logiciels ou services en ligne s'y rapportant.

**Si vous êtes un consommateur soumis à la *Loi sur la protection du consommateur* (Québec), les limitations de responsabilité énoncées ci-dessous ne libèrent pas Facebook Technologies des conséquences de ses propres actes ou de ceux de ses représentants.**

AUX TERMES DE LA PRÉSENTE GARANTIE LIMITÉE, FACEBOOK TECHNOLOGIES DÉCLINE TOUTE RESPONSABILITÉ S'AGISSANT DES DOMMAGES SPÉCIAUX, INDIRECTS, ACCESSOIRES, PUNITIFS OU CONSÉCUTIFS DE QUELQUE NATURE QUE CE SOIT, Y COMPRIS, NOTAMMENT, LA PERTE DE BÉNÉFICES OU DE REVENUS, LA PERTE DE DONNÉES, LA PERTE DE JOUISSANCE DU PRODUIT OU DE TOUT AUTRE ÉQUIPEMENT S'Y RAPPORTANT, LE COÛT DES PRODUITS DE REMPLACEMENT OU DES ÉQUIPEMENTS DE SUBSTITUTION, LA PERTE DE JOUISSANCE PENDANT LA PÉRIODE DE RÉPARATION OU DE REMPLACEMENT DU PRODUIT. PAR AILLEURS, FACEBOOK TECHNOLOGIES N'EST EN AUCUN CAS RESPONSABLE À VOTRE ÉGARD DES DOMMAGES SPÉCIAUX, INDIRECTS, ACCESSOIRES, PUNITIFS OU CONSÉCUTIFS DE QUELQUE NATURE QUE CE



SOIT – MÊME SI FACEBOOK TECHNOLOGIES A ÉTÉ AVERTIE DE L'ÉVENTUALITÉ DE TELS DOMMAGES –, S'AGISSANT DES RÉCLAMATIONS DÉCOULANT DE LA PRÉSENTE DÉCLARATION DE GARANTIE OU S'Y RAPPORTANT, QUEL QUE SOIT LE FONDAMENT JURIDIQUE DE L'ACTION : RESPONSABILITÉ CONTRACTUELLE, RESPONSABILITÉ DÉLICTUELLE OU EXTRA-CONTRACTUELLE (Y COMPRIS LA NÉGLIGENCE), RESPONSABILITÉ DU FAIT DES PRODUITS OU TOUTE AUTRE CAUSE D'ACTION OU TOUTE AUTRE THÉORIE JURIDIQUE OU EQUITY.

**Si vous êtes un consommateur soumis à la *Loi sur la protection du consommateur* (Québec), les limitations de responsabilité énoncées ci-dessous ne libèrent pas Facebook Technologies des conséquences de ses propres actes ou de ceux de ses représentants.**

POUR TOUTE RÉCLAMATION DÉCOULANT DE LA PRÉSENTE DÉCLARATION DE GARANTIE OU S'Y RAPPORTANT, LA RESPONSABILITÉ DE FACEBOOK TECHNOLOGIES NE PEUT EN AUCUN CAS DÉPASSER LE PRIX QUE VOUS AVEZ PAYÉ POUR L'ACHAT DU PRODUIT, QUEL QUE SOIT LE FONDAMENT JURIDIQUE DE L'ACTION : RESPONSABILITÉ CONTRACTUELLE, RESPONSABILITÉ DÉLICTUELLE OU EXTRA-CONTRACTUELLE (Y COMPRIS LA NÉGLIGENCE), RESPONSABILITÉ DU FAIT DES PRODUITS OU TOUTE AUTRE CAUSE D'ACTION OU TOUTE AUTRE THÉORIE JURIDIQUE OU EQUITY.

Certains États et pays ne permettent pas l'exclusion ou la limitation des dommages accessoires, indirects ou consécutifs de sorte que les limitations et exclusions contenues dans la présente Garantie peuvent ne pas s'appliquer à vous.

**Si vous êtes un consommateur soumis à la *Loi sur la protection du consommateur* (Québec), la clause de loi applicable ci-dessous ne vous est pas applicable.**

**Quelles sont les lois qui régissent la présente Garantie?** La présente Garantie est régie par les lois de la Californie, États-Unis. Il se peut que les tribunaux du Canada n'appliquent pas les lois de la Californie dans le cadre de certains différends. Le cas échéant, les lois du Canada s'appliqueront aux différends relatifs à la présente Garantie.

**Des questions?** Si vous avez des questions ou si vous voulez commencer la procédure de service de garantie, veuillez consulter notre site <https://support.oculus.com>.

**Développé aux États-Unis.**

**Conçu par Oculus**

**Facebook Technologies, LLC**

**1 Hacker Way, Menlo Park, CA, USA**

**Facebook Technologies Ireland Limited**

**4 Grand Canal Square, Grand Canal Harbour,**

**Dublin 2, Irlande**

**Assemblé en Chine**

## Product Description

Oculus Quest is the world's first all-in-one gaming system built for virtual reality. No wires. No PC. Just set up with the Oculus mobile app, and you're free to explore VR from almost anywhere. Four ultra-wide angle sensors inside the headset power Oculus Insight, which precisely tracks your environment and instantly translates your movements into VR. And with ergonomic design and haptic feedback, our intuitive Touch controllers bring your hands into the game. Take VR gaming to the next level. And everywhere else.

## What's in the Box?



Headset



Controllers

Power  
AdapterCharging  
CableEyeglass  
SpacerAA  
BatteriesQuick Start  
GuideSafety &  
Warranty  
Manual

Oculus Quest, VR Headset	Model No: <b>Model No: MH-B</b>
Oculus Touch Controllers	Model No: MI-BR (Right) MI-BL (Left)
Oculus Go Adapter	Model No: x12345678x



## Grab your phone to get started.

Download the Oculus app on your mobile phone to set up your headset. [www.oculus.com/app](http://www.oculus.com/app)

NOTE: Please visit [www.oculus.com/setup](http://www.oculus.com/setup) for setup instructions. Please visit <https://support.oculus.com> for best practices and troubleshooting.

## Product Care and Maintenance

Please only use dry optical lens micro-fiber cloths for cleaning of the headset lenses. Do not clean lenses with any liquid or chemical cleaners. Do not clean the facial interface fabric with alcohol or any other abrasive cleaning solution. You may hand wash with mild detergent and air dry.

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

- Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the optics and display.
- Do not shine a laser or external light source through the lenses as it may damage the display.
- Ensure the controller battery tray cover is in good working condition and locks in place.
- As with any electronic device, avoid exposure to water or fluids.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-35°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing).
- Non-Operating (Storage): -30-65°C / -22-149°F, 85%RH.

## Product Electrical Specifications

Component	Rating	Wireless Frequency
Headset	5V, 3A	2.400-2.485 5.150-5.850 GHz
Controller	1.5V, 190mA	2.400-2.485 GHz
Battery (Controller)	1.5V (1-AA Alkaline)	Not Applicable

## Salud y Seguridad

### ADVERTENCIA

**ADVERTENCIAS DE SALUD Y SEGURIDAD:** Para reducir el riesgo de lesión, molestia o daño material, por favor asegúrese de que todos los usuarios del Casco de RV lean atentamente las advertencias indicadas a continuación antes de usar su sistema de RV.

## **⚠ ADVERTENCIA**

### **Antes de usar el Casco de RV:**

- Lea y siga todas las instrucciones de instalación y funcionamiento facilitadas con el Casco de RV.
- Revise las recomendaciones de hardware y software para el uso del Casco de RV. El riesgo de molestias puede aumentar si no se utilizan el hardware y el software recomendados.
- Su Casco de RV y software no están diseñados para ser utilizados con un aparato, accesorio, software y/o contenido no autorizados. El uso de un aparato, accesorio, software y/o contenido no autorizados, así como el uso no autorizado del equipo, el software o contenidos, puede resultar en lesiones a usted o a terceros, causar problemas de funcionamiento o provocar daños en su sistema y servicios relacionados, así como anular su garantía
- Para reducir el riesgo de molestias, ajuste las correas laterales y superior hasta que la interfaz facial quede colocada en la posición más cómoda y se vea una imagen nítida; esto le ayudará a equilibrar el peso del Casco de RV. Si vuelve a utilizar el casco de RV después de una pausa, revise la colocación para comprobar que no ha cambiado.



- La realidad virtual es una experiencia inmersiva que puede resultar intensa. El contenido que provoca violencia, ansiedad o miedo puede causar una reacción como si fuera real en su cuerpo. Si tiene un historial de molestias o síntomas físicos al experimentar estas situaciones, seleccione cuidadosamente el contenido. Oculus proporciona valoraciones de confort para algunos contenidos y debe revisar la valoración de confort de su contenido antes de usarlo. Si desea más información sobre el nivel de confort y cómo utilizarlo para disfrutar de una mejor experiencia, visite <https://support.oculus.com/confort>. Si tienes un historial de molestias cuando estás expuesto a cierto contenido o experiencias o nunca ha experimentado la RV, comience con un contenido calificado como “Confortable” antes de probar el “Moderado”, “Intenso” o el “No calificado”. A comfortable virtual reality experience requires an unimpaired sense of motion and balance.
- Una experiencia de RV cómoda requiere una sensación de movimiento y equilibrio inalterados. No use el Casco de RV cuando: esté cansado; necesite dormir; se halle bajo la influencia de alcohol o drogas; esté con resaca; tenga



problemas digestivos; se encuentre bajo estrés emocional o ansiedad; o sufra de resfriado, gripe, dolores de cabeza, migrañas o dolores de oído, ya que está más expuesto a sufrir síntomas adversos.

- Consulte a su médico antes de usar el Casco de RV si usted está embarazada, es de avanzada edad, sufre anomalías de visión binocular preexistentes o desórdenes psiquiátricos, o una enfermedad cardíaca o cualquier otra alteración importante de la salud.

#### **⚠ ADVERTENCIA Convulsiones:**

Algunas personas (aproximadamente 1 de cada 4000) pueden sufrir de graves mareos, convulsiones, espasmos ópticos o musculares, o desvanecimientos originados por destellos o intervalos de luz, y ello les puede ocurrir viendo la televisión, jugando a videojuegos o experimentando realidad virtual, incluso si nunca han sufrido convulsiones o desvanecimientos o no tienen un historial de convulsiones o ataques epilépticos. Estas convulsiones son más frecuentes en niños y jóvenes. Cualquier usuario que experimente alguno de estos síntomas debe dejar de usar el Casco de RV y acudir a un médico. Si ha sufrido convulsiones con anterioridad, pérdida de conocimiento o cualquier otro síntoma relacionado con un problema epiléptico, debe consultar a su médico antes de usar el Casco de RV.

#### **⚠ ADVERTENCIA Niños:**

Este producto no es un juguete y no debe ser utilizado por niños menores de 13 años, ya que el Casco de RV no tiene las dimensiones adecuadas para un niño y puede ocasionar molestias o efectos en la salud, y los niños más pequeños se encuentran en un periodo crítico en su desarrollo visual. Los adultos deben asegurarse de que los niños (de 13 años o mayores) utilicen el Casco de RV de conformidad con estas advertencias de salud y seguridad, incluyendo lo dispuesto en la sección “Antes de usar el Sistema de RV” y la sección “Entorno Seguro”. Los adultos deben vigilar si los niños (de 13 años o mayores) que están utilizando o han utilizado el Casco de RV sufren alguno de los síntomas descritos en estas advertencias de salud y seguridad (incluyendo las descritas en las secciones de “Molestias” y “Lesión por Esfuerzo Repetitivo”), limitar el tiempo que los niños utilizan el Casco de RV y asegurarse de que hacen pausas. El uso prolongado debe ser evitado, ya que puede incidir negativamente en la coordinación ojo-mano, el equilibrio y la capacidad multitarea. Los adultos deben vigilar de cerca a los niños durante y después de la utilización del Casco de RV ante cualquier disminución de estas capacidades.



**⚠ ADVERTENCIA**

**Riesgos asociados con la libertad de movimiento**

Su Casco de RV proporciona 6 grados de libertad, que le permiten moverse a lo largo de su mundo físico mientras experimenta un mundo virtual. Su Casco de RV tiene autocontenido y no está conectado a un ordenador mediante un cable mientras se usa para que tenga más libertad de movimiento.



Junto con la libertad para explorar su mundo virtual viene su responsabilidad adicional de tener una experiencia segura.

Muévase con cuidado cuando explore el mundo virtual con 6 grados de libertad. Los movimientos rápidos o abruptos pueden causar una colisión o pérdida de equilibrio.

**⚠ ADVERTENCIA**

**Precauciones generales:**

Para reducir el riesgo de lesión o molestia debe siempre seguir estas instrucciones y tomar estas precauciones mientras utilice el Casco de RV

- **Utilícelo únicamente en un entorno seguro:** El Casco de RV produce una experiencia inmersiva de RV que distrae e impide completamente la visión de lo que le rodea.



- o **Sea siempre consciente de lo que está a su alrededor antes de comenzar y durante el uso del Casco de RV. Actúe con precaución para evitar lesiones.**
- o Crear un entorno de uso que sea seguro en todo momento es responsabilidad suya.
- o Pueden producirse graves lesiones al tropezar o chocar con paredes, muebles u otros objetos, por lo que antes de usar el Casco de RV debe despejar una zona para un uso seguro.
- o Considere tener a otra persona observando mientras se mueve en su mundovirtual.
- o Usar el Casco de RV con el Touch puede causar pérdida de equilibrio.

- o Recuerde que los objetos que ve en el entorno virtual no existen en el entorno real, por lo que no se suba o siente en ellos ni los utilice como apoyo.
- o Permanezca sentado salvo que el juego o la experiencia del contenido requiera que se levante o mueva alrededor de la zona de juego. Si está sentado mientras utiliza los Cascos de RV, compruebe que la superficie del asiento es segura y estable.
- o Tenga especial cuidado de asegurarse de que no está cerca de elementos con los que pueda impactar o golpearse cuando use -o inmediatamente después de usar- el Casco de RV, como otras personas, objetos, escaleras o escalones, balcones, puertas abiertas, ventanas, muebles, llamas expuestas (como velas o chimeneas), ventiladores de techo o elementos de iluminación, televisores o monitores, u otros artículos.
- o El uso del Casco de RV con gafas puede aumentar el riesgo de lesiones en el rostro en caso de caída o de un golpe en la cara.
- o Mientras use el Casco de RV con controladores, los brazos pueden extenderse totalmente a los lados y por encima de su cabeza, por lo que debe asegurarse de que dichas zonas de juego están despejadas.

- o Asegúrese de que el área de juego es de un nivel, es firme, incluso de que la moqueta no esté suelta o con arrugas, superficies irregulares o peligros similares.
- o Recuerde que durante el uso del Casco de RV, puede no ser consciente de que personas y mascotas pueden entrar en su zona de juego.
- o Su visión del entorno estará totalmente bloqueada mientras usa el Casco de RV, por lo que debe procurar no sujetar objetos que sean peligrosos, que puedan lesionarle o se puedan dañar.
- o El Casco de RV está destinado al uso en interiores. El uso del Casco de RV en el exterior crea peligros adicionales e incontrolados, como superficies irregulares y obstáculos inesperados, tráfico y peatones. Asimismo, el Sistema Guardian puede no funcionar apropiadamente en el exterior.
- o Nunca lleve puesto el Casco de RV en situaciones que requieran su atención, como andar, montar en bicicleta o conducir.



- **Sistema Guardian:** El

Casco de RV dispone de una función de sistema de límites, Guardian, diseñado para ayudarle a mantenerse en su zona de juego. Si lo habilita y define su zona de juego, le ayudará a ser consciente de los límites de su espacio. Puede obtener más información sobre el Sistema Guardian e <https://support.oculus.com/guardian>



- o Antes de definir su zona de juego, asegúrese de que la ha medido y despejado de potenciales peligros tal como se describe en esta guía. El espacio que haya definido con Guardian debe ser una zona que se encuentre despejada y alejada de potenciales peligros. Asegúrese de que el espacio definido contempla un espacio adicional como amortiguador entre éste y potenciales peligros, de modo no entre en contacto con los peligros si su movimiento le desplazada fuera de la zona que ha definido en Guardian o si pierde el equilibrio o se tropieza.
- o Guardian sólo le ayudará si lo habilita y define adecuadamente su zona de juego. Siempre que utilice el Casco de RV, confirme que Guardian está activado, que la zona de juego

está adecuadamente definida y que no se han introducido nuevos peligros potenciales de impacto.

- o El sistema Guardian es sólo una guía, y no siempre puede mostrarle los límites exactos de su zona de juego. Es posible que Guardian no lo rastree adecuadamente en áreas con paredes, vidrio o espejos sin rasgos distintivos. Usted sigue siendo responsable de usar el Casco de RV en un entorno seguro tal como se describe en esta Guía.

- o El sistema Guardian únicamente le avisará de los límites de su zona de juego. No puede evitar que usted se desplace de su zona de juego. Por ejemplo, no puede evitar que se choque o corra hacia una pared o que se caiga por una ventana o puerta o por unas escaleras. Tenga especial cuidado de asegurarse de que no haya áreas peligrosas (escaleras, ventanas, etc.) u objetos inmediatamente fuera de su zona de juego que pueda encontrar si no reacciona lo suficientemente rápido ante Guardian.





- o Guardian no identifica un límite por encima de usted y de su zona de juego, por lo que asegúrese de que la zona por encima de su cabeza está libre de potenciales peligros como elementos de iluminación y ventiladores de techo.



Tampoco lo alertará sobre los peligros en el suelo, así que siga las instrucciones para una superficie de suelo segura en esta Guía.

- o Guardian no identifica todos elementos de su zona de juego, y no le avisará de objetos o muebles, como lámparas u otras personas o mascotas que puedan entrar en su zona de juego tras haberse colocado el Casco de RV. Guardian may not work properly if your headset is dropped or damaged. Inspect your headset before use, and contact Oculus Support if Guardian is not working properly.
- o Siga las notificaciones que aparecen en pantalla para volver a definir los límites de su zona de juego o la disponibilidad funcional de su sistema si se le solicita que lo haga.
- o Moverse demasiado rápido puede provocar que no reaccione a tiempo para permanecer en su zona de juego, incluso si Guardian le

avisa, por lo que asegúrese de que se mueve lo suficientemente despacio para reaccionar a cualquier alerta de Guardian.

- o Es posible que Guardian no funcione correctamente si su Casco de RV se ha caído o está dañado. Inspeccione su Casco de RV antes de usarlo y póngase en contacto con el Soporte de Oculus si Guardian no funciona correctamente

- **Función de cruce:** El Casco de RV está equipado con una función de “cruce” que usa una cámara para proyectar lo que le rodea en la pantalla del Casco de RV, teniendo así una breve interacción con el mundo real, y es utilizada para configurar el Sistema Guardian.

La función de cruce muestra una visión distorsionada del mundo físico y puede retrasarse con respecto a lo que realmente está ocurriendo.

- No utilice la función de cruce para navegar en el mundo físico. Retírese el Casco de RV para evitar tener una visión distorsionada.




- Retírese siempre el Casco de RV para cualquier situación que necesite atención o coordinación.

- La visión distorsionada del mundo físico proyectada por la función de cruce puede causar efectos temporales si es usada durante un periodo largo de tiempo.
- Los efectos del uso de la función de cruce pueden situarle en un riesgo creciente de lesión cuando realice actividades normales del mundo real. No conduzca, opere maquinaria, o se involucre en otras actividades visuales o físicas que puedan derivar en consecuencias graves (es decir, actividades en las que, experimentando cualquier síntoma, podrían provocar accidentes, lesiones personales o daños), u otras actividades que requieran un perfecto equilibrio o coordinación entre manos y ojos (tales como practicar deportes o montar en bicicleta, etc.) hasta que esté completamente recuperado de cualquier síntoma.
- Introdúzcase en el uso del Casco de RV para permitir a su cuerpo que se ajuste; la primera vez que lo utilice, úselo tan solo unos minutos, y sólo vaya incremenando la cantidad de tiempo usando el Casco de RV gradualmente a medida que se vaya acostumbrando a la realidad virtual. Mirar alrededor y usando el dispositivo de entrada la primera vez que acceda a la realidad virtual puede ayudarle a ajustar cualquier pequeña diferencia entre los movimientos del mundo real y el resultado de la experiencia de realidad virtual.

- No utilice el Casco de RV cuando se encuentre en un vehículo en movimiento como un coche, autobús, o tren, puesto que variaciones en la velocidad (celeridad) o movimientos repentinos pueden incrementar su susceptibilidad hacia síntomas adversos.

- **Tómeses al menos un descanso de 10 a 15 minutos cada 30 minutos, aunque no crea que lo necesita. Cada persona es diferente, por lo que tómese descansos mas largos y frecuentes cuando se sienta incómodo. Deberá decidir cuál es la mejor opción para usted.**



- Es normal que sienta calor al tocar su Casco de RV cuando lo utilice o se esté cargando. Un contacto cutáneo prolongado con el Casco de RV cuando está caliente al tacto puede producir molestias en la piel o enrojecimiento, o quemaduras de baja temperatura. Si su Casco de RV está caliente al tacto o está incómodamente caliente, deje de utilizarlo o cárguelo, y permita que se enfríe.
-  Para prevenir posibles daños auditivos no escuche a un volumen elevado durante periodos largos.

- Las anillas de los mandos se extienden más allá de las manos. Úselas con precaución cuando mueva las manos y brazos para que no se golpee a sí mismo con los mandos.

#### **⚠ ADVERTENCIA**

#### **Alertas del sistema**

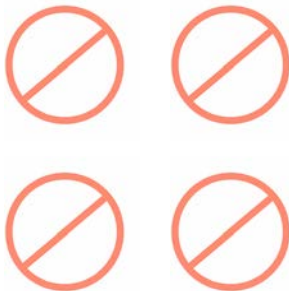
El Casco de RV emitirá las siguientes alertas para su protección:

- Una alerta sonora y visual en caso de sobrecalentamiento. Para reducir el riesgo de lesiones personales, si esa alerta aparece/suena, retírese inmediatamente el Casco de RV de la cabeza y deje que se enfríe antes de continuar con su uso.
- Una alerta visual en caso de volumen excesivo. Si se emite esta alerta, reduzca el nivel de sonido para reducir el riesgo de problemas auditivos.
- Una alerta visual si el Guardian no está funcionando apropiadamente. Si dicha alerta aparece, retírese el Casco de RV y muévase a un lugar de su zona de juego donde el Guardian esté operando.

#### **⚠ ADVERTENCIA**

#### **Molestias**

- Deje inmediatamente de usar el Casco de RV si experimenta alguno de los siguientes estos síntomas: convulsiones; pérdida de conciencia; cansancio ocular; espasmos ópticos o musculares; movimientos involuntarios; visión alterada, borrosa, doble o cualquier otra anomalía visual; mareos; desorientación; alteraciones en el equilibrio; alteraciones en la coordinación ojo-mano; sudoración excesiva; incremento de la salivación; náuseas; aturdimiento; molestias o dolor de cabeza u ojos; somnolencia; fatiga; o cualquier otro síntoma similar al mareo por movimiento.
- Tal como sucede con los síntomas que experimentan aquellos que acaban de desembarcar de un crucero, los síntomas de la exposición a la realidad virtual pueden persistir o ser más aparentes unas horas después del uso. Estos síntomas post-utilización pueden coincidir con los síntomas señalados anteriormente, así como un exceso de somnolencia y una disminución de la capacidad de multitarea. Estos síntomas pueden aumentar el riesgo de daño al realizar actividades ordinarias en el mundo real.



- No conduzca, opere con maquinaria o se involucre en otras actividades visuales o físicas que puedan derivar en consecuencias graves (es decir, actividades en las que, experimentando cualquier síntoma, podrían provocar accidentes, lesiones personales o daños), u otras actividades que requieran un perfecto equilibrio o coordinación entre manos y ojos (tales como practicar deportes o montar en bicicleta, etc.) hasta que esté completamente recuperado de cualquier síntoma.

- No utilice el Casco de RV hasta que haya desaparecido completamente y durante varias horas cualquier síntoma.
- Sea consciente del contenido que estaba utilizando antes del comienzo de cualquier síntoma, dado que puede ser más propenso a ciertos síntomas en función del contenido utilizado. Revise la valoración de confort del contenido utilizado y considere usar otro contenido con una valoración de confort más adecuada.
- Acuda al médico si tiene síntomas graves y/o persistentes.

#### **⚠ ADVERTENCIA**

#### **Pila y carga del Casco de RV**

El Casco de RV contiene una pila recargable de iones de litio y puede incluir también un adaptador (cargador) y un cable de carga. El uso incorrecto de la pila o el adaptador puede ser causa de incendio, explosión o pérdida de líquido de la pila, entre otros riesgos. Siga estas instrucciones para reducir el riesgo de lesionarse a sí mismo o a terceros o de dañar el producto.

- El usuario no puede cambiar la pila del Casco de RV. No intente abrir el Casco de RV para acceder a la pila y cambiarla o repararla. Póngase en contacto con el Soporte de Oculus si necesita asistencia para la gestión de la batería o de la pila del dispositivo.

- Cargue el Casco de RV usando exclusivamente el adaptador y el cable suministrados, o bien un adaptador y un cable autorizados. No emplee ningún otro cable o adaptador. Póngase en contacto con el Soporte de Oculus si tiene dudas sobre la compatibilidad de un cable o adaptador con el Casco de RV.
- No intente cargar ni usar el Casco de RV si no funcionan después de cargarlas, si se calientan en exceso durante el uso o la carga, o si el compartimento de la pila está abombado, tiene fugas de líquido o desprende humo.
- No desmonte, aplaste, doble, deforme, perforo ni destruya el Casco de RV, ni tampoco lo someta a una presión elevada, ya que de lo contrario se podría producir una fuga o un cortocircuito interno en la pila que ocasionaría sobrecalentamiento.
- No golpee el Casco de RV. El Casco de RV y la pila podrían resultar dañadas en caso de caída, sobre todo si es sobre una superficie dura. Póngase en contacto con Soporte de Oculus si cree que el Casco de RV o la pila están dañadas. In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with large amounts of water and seek medical advice.

- Proteja el Casco de RV contra la humedad o el contacto con líquidos. Aunque el Casco de RV siga funcionando con normalidad una vez secas, la oxidación de los contactos o circuitos de la pila puede suponer un riesgo para la seguridad. Póngase en contacto con el departamento de atención al cliente de Oculus si el Casco de RV se moja, aunque aparentemente sigan funcionando sin problemas.
- No deje el Casco de RV en zonas que se puedan calentar en exceso, como en un lugar expuesto a la luz solar directa o próximo a una cocina, una plancha o un radiador. El calor excesivo puede dañar el Casco de RV o la pila y que éstos exploten. Si el Casco de RV está mojado o húmedo, no utilice una fuente de calor (microondas, secador de pelo, plancha, radiador, etc.) para secarlo. No deje el Casco de RV en el interior de un vehículo a altas temperaturas.
- Si la pila pierde líquido, evite el contacto del líquido con la piel o los ojos. En caso de contacto, lave la zona afectada con agua abundante y consulte a un médico.
- Asegúrese de que el Casco de RV tiene una ventilación adecuada durante el uso o la carga. Cubrir el Casco de RV con materiales que impidan significativamente la circulación del aire puede afectar a su rendimiento y suponer un riesgo de incendio o explosión.

- El Casco de RV y el adaptador (en su caso) respetan los límites de temperatura superficial establecidos por las normas del sector. A fin de prevenir quemaduras leves por contacto prolongado, evite el contacto directo de la piel con el adaptador durante largos períodos de carga o cuando el Casco de RV esté conectado a una fuente de alimentación. Asegúrese de que el adaptador se encuentra en lugares bien ventilados cuando está en funcionamiento. Utilice el cable de carga aprobado para optimizar la distancia entre el equipo y el adaptador. No coloque el adaptador bajo una almohada, una manta o una parte de su cuerpo. Los usuarios con problemas físicos o médicos que afecten a su capacidad de detectar el calor contra la piel deben tener mucho cuidado al usar el dispositivo o cuando lo carguen con el adaptador. Siga todas las advertencias y recomendaciones sobre temperatura que aparezcan en la pantalla del dispositivo.
- Deseche el Casco de RV y la pila de forma correcta. No las arroje al fuego ni a un incinerador, ya que la pila puede explotar si se calienta en exceso. No deseche el equipo con los residuos domésticos. Puede consultar las instrucciones de mantenimiento, sustitución y eliminación del equipo en [www.oculus.com/support](http://www.oculus.com/support).

#### **⚠ ADVERTENCIA**

#### **Lesión por esfuerzo repetitivo:**

El uso del equipo puede provocar dolores en músculos, articulaciones, cuello, manos o piel. Si una parte de su cuerpo se cansa o le duele mientras utiliza el Casco de RV o alguno de sus componentes, o si siente síntomas tales como hormigueo, adormecimiento, calentamiento o rigidez, deténgase y descanse durante varias horas antes de usarlo de nuevo. Si continúa teniendo los síntomas anteriores u otras molestias durante su uso, interrumpa su utilización y acuda a un médico.

#### **⚠ ADVERTENCIA**

#### **Accesorios**

- El Casco de RV y el software no están diseñados para utilizarlos con accesorios no autorizados. El uso de un accesorio no autorizado puede causar problemas de funcionamiento o dañar el sistema y otros servicios relacionados, así como anular su garantía.
- Consulte las instrucciones de instalación y uso de los accesorios incluidos y autorizados.
- Utilice exclusivamente las pilas y los sistemas de carga recomendados para los accesorios autorizados.

- Siempre que sea posible, utilice una correa de muñeca o lazo para sujetar los accesorios a su muñeca durante el uso.
- Utilice lazos con todos los accesorios de seguimiento para que no puedan salir despedidos.

#### **⚠ ADVERTENCIA**

#### **Interferencia con Productos Sanitarios**

Tanto el Casco de RV como el(los) controlador(s) contienen imanes y componentes que emiten ondas de radio que podrían afectar al funcionamiento de aparatos electrónicos cercanos, incluyendo marcapasos, audífonos o desfibriladores. Si tiene un marcapasos u otro producto sanitario implantado, no use el Casco de RV y el controlador sin consultar previamente a su médico o al fabricante de su producto sanitario. Mantenga una distancia de seguridad entre estos aparatos y sus productos sanitarios. Interrumpa su uso si observa una interferencia persistente con su producto sanitario.

#### **⚠ ADVERTENCIA**

#### **Pilas de controladores**

Los controladores contienen pilas AA.

- **PELIGRO DE ASFIXIA.** El controlador no es un juguete. Contiene una pila de pequeño tamaño. Manténgalo fuera del alcance de niños de menos de 3 años.

- **NO INGIERA LAS BATERÍAS. RIESGO DE QUEMADURAS QUÍMICAS**

- En caso de ser ingerida, una pila puede causar quemaduras internas graves y perforar el esófago en solo 2 horas, con el consiguiente peligro de muerte.
- Si piensa que ha podido tragarse baterías o haberlas colocado dentro de alguna parte de su cuerpo, busque atención médica y pida a su médico que contacte con el número de teléfono de ingestión de baterías en el (800) 498-8666 o (202) 625-3333.
- Mantenga las pilas nuevas y usadas fuera del alcance de los niños. Si el compartimento de la pila no cierra bien, deje de usar el producto y manténgalo fuera del alcance de los niños.
- Guárdelas en su envoltorio original hasta que se usen. Deshágase adecuadamente y cuanto antes de las baterías usadas.
- El usuario puede cambiar la pila del controlador. **PRECAUCIÓN - RIESGO DE EXPLOSIÓN SI LA PILA SE CAMBIA POR OTRA DE UN TIPO INCORRECTO. SIGA LAS INSTRUCCIONES PARA DESECHAR LAS PILAS USADAS.**
- No desmote, perfore o intente alterar baterías.

- Riesgo de incendio. Las pilas pueden explotar o perder líquido si están instaladas en sentido contrario o si se desmontan, se cargan, se aplastan, se combinan con pilas usadas o de otro tipo, o se exponen al fuego o a altas temperaturas.
- No permita que materiales conductivos entren en contacto con los polos de la batería de los controladores. Mantenga las baterías secas y evite la entrada de agua. Deje de usar el producto y póngase en contacto con Soporte de Oculus si entra líquido en el equipo o en el compartimento de la pila.
- Deje de usar el producto si observa un aumento anormal de temperatura en el equipo y/o en el compartimento de la pila.
- Advertencia requerida por el Estado de California: Material de Perclorato - puede requerir manejo especial, visite [www.dtsc.ca.gov/hazardouswaste/perchlorate](http://www.dtsc.ca.gov/hazardouswaste/perchlorate).
- Visite [www.oculus.com/recycle](http://www.oculus.com/recycle) para una adecuada sustitución y deshecho de baterías.

## **⚠ ADVERTENCIA**

## **Descarga eléctrica**

Para reducir el riesgo de descarga eléctrica:

- No altere ni abra ninguno de los componentes facilitados.
- No cargue el equipo si alguna parte del cable del adaptador incluido o aprobado está retorcida, si hay conductores expuestos o si el compartimento de la pila está dañado.
- No introduzca metales, materiales conductores ni objetos extraños en el conector de carga.
- Evite la exposición del equipo al agua y otros líquidos.
- Utilice EXCLUSIVAMENTE el adaptador incluido con el equipo u otro adaptador autorizado si éste no se le facilita.

## **⚠ PRECAUCIÓN**

## **Dispositivo dañado o roto**

- No use ninguno de los dispositivos si alguna parte está rota o dañada.
- No intente reparar por sí mismo ninguna parte de ninguno de sus dispositivos. Las reparaciones sólo deben realizarse por un servicio Oculus autorizado.





### **⚠ PRECAUCIÓN Enfermedades contagiosas**

Para evitar transmitir enfermedades contagiosas (como conjuntivitis), no comparta el Casco de RV con personas que tengan enfermedades contagiosas o infecciones, especialmente de los ojos, piel o cuero cabelludo. El Casco de RV y controladores deben limpiarse entre uso y uso con toallitas antibacteria no abrasivas sin alcohol que no dañen la piel y con un trapo de microfibra seco para gafas. No use limpiadores líquidos ni productos químicos para las lentes. Cambie la interfaz facial del Casco de RV si está desgastada o no se puede limpiar.

### **⚠ PRECAUCIÓN Irritación de piel**

El uso del Casco de RV supone un contacto continuo con la piel y el cuero cabelludo. Interrumpa el uso del casco si observa inflamación, picor, irritación de piel u otra reacción cutánea. También debe dejar de usar el controlador si observa irritación o reacción en la piel. Si los síntomas persisten, contacte con un médico.

### **⚠ PRECAUCIÓN Temperatura del equipo**



Es importante comprobar la temperatura del equipo, ya que las superficies delanteras pueden calentarse. Para reducir el riesgo de lesión, procure no tocar superficies calientes durante períodos prolongados.

### **⚠ PRECAUCIÓN Entorno de uso**

- A fin de evitar daños en los Cascos RV y controladores, no los exponga a humedad, a altas concentraciones de polvo o materia en suspensión, a temperaturas por encima o por debajo de las autorizadas ni a luz solar directa.
- Tenga especial cuidado en evitar la luz solar directa sobre las lentes. La luz solar directa sobre las lentes, incluso por períodos breves, puede dañar la óptica y la pantalla.
- Mantenga los cables fuera del alcance de niños y mascotas.



## AVISO

### Este producto no es un producto sanitario

Los Cascos de RV y sus accesorios no son productos sanitarios y no han sido diseñados para diagnosticar, tratar, curar ni prevenir ninguna enfermedad.

## AVISO

### Mantener alejado del alcance de las mascotas

A fin de evitar daños, mantenga los Cascos de RV, el cargador, los cables y los accesorios fuera del alcance de mascotas.

## Regulatory Information

This product has been tested and complies with applicable worldwide regulations, including: EN/IEC 60950-1:2006+A11:2009+A1:2010+A12:2011+A2:2013; UL60950-1/CSA-C22.2 No. 60950-1-07 (2nd Edition) +A1:2011+A2:2014; EN50566: 2017; EN50360: 2017; FCC Part 15; Radio Equipment Directive 2014/53/EU; EN 300 328 V2.1.1; EN 301 893 V2.1.1; EN62479:2010; EN 301 489-1 V2.1.1; EN 301 489-17 V3.1.1; AS/NZS 4268:2017; RoHS Recast Directive (RoHS 2) 2011/65/EU; REACH Regulation (EC) No. 1907/2006; WEEE Directive 2012/19/EU; CA Proposition 65.

Oculus hereby declares that this product is in compliance with the essential requirements and the other relevant provisions of Directive 2014/53/EU. For the full declaration of conformity, see [www.oculus.com/compliance](http://www.oculus.com/compliance).

## Garantía Limitada para el Consumidor de Facebook Technologies

**¿De quién es esta Garantía?** Esta garantía limitada para el consumidor (la "Garantía") ha sido emitida por Facebook Technologies, LLC en Willow Road 1601, Menlo Park, CA 94025 ("Facebook Technologies", "nosotros" o "nuestro").

**¿Para quién es esta Garantía?** Facebook Technologies ha emitido esta Garantía para usted, como consumidor que ha adquirido a Facebook Technologies, o a un vendedor autorizado, un producto nuevo cubierto por garantía ("usted"). Esta Garantía no está disponible para productos que se adquieran de una fuente distinta de Facebook Technologies o de un vendedor autorizado.

Si adquirió su producto en **Australia, Canadá, Francia o Italia, esta Garantía no le aplica a usted** y debe consultar la garantía específica para su país, disponible en el empaquetado de su producto y en [oculus.com/legal/limited-warranty](http://oculus.com/legal/limited-warranty) para productos Oculus, y en [portal.facebook.com/warranty](http://portal.facebook.com/warranty) para todos los demás productos cuando corresponda.

Esta garantía se aplica solo a los países a los que Facebook Technologies realiza envíos y presta soporte. Para obtener información sobre los países en los que Facebook Technologies presta soporte, acceda a [support.oculus.com](http://support.oculus.com) para compras de productos Oculus y a [portal.facebook.com/support](http://portal.facebook.com/support) para todos los demás productos.

**¿Qué hace esta Garantía?** Esta Garantía le reconoce unos determinados derechos legales, con independencia de otros derechos que usted pueda tener y que varían de estado a estado y de país a país. Esta Garantía es adicional a, y no afecta a ninguno de los derechos que usted tiene reconocidos bajo las leyes de su jurisdicción en relación a la de venta de bienes de consumo (incluyendo, sin limitación, las leyes nacionales de transposición de la Directiva 44/99/CE).

**¿Qué cubre esta Garantía?** Esta Garantía cubre defectos y mal funcionamiento en el/los nuevo/s producto/s de Facebook Technologies al/ los que acompaña (el "Producto"). Nosotros garantizamos que el Producto, dándosele un uso normal y destinado a su fin, mostrará un funcionamiento

sustancialmente acorde con nuestras especificaciones técnicas o con la documentación incorporada del producto (la "Funcionalidad Garantizada") durante el Periodo de Garantía. Si el Producto necesita un software o asistencia de Facebook Technologies para obtener la Funcionalidad Garantizada, el software y la asistencia estarán disponibles durante el Periodo de Garantía. Podremos actualizar, modificar o limitar tales software y asistencia a nuestra absoluta discreción siempre que mantengamos (o superemos) la Funcionalidad Garantizada.

El registro del Producto no es necesario como condición para obtener cobertura bajo esta Garantía, si bien algunos productos de Facebook Technologies requieren conexión periódica a una cuenta Facebook Technologies online para asegurar su plena funcionalidad.

**¿Cuánto tiempo dura la cobertura?** Esta Garantía limitada cubre durante un (1) año desde la fecha de adquisición o del envío del Producto, aquella que sea posterior (el "Periodo de Garantía"). Sin embargo, si adquirió el Producto dentro de la Unión Europea o de la Asociación Europea de Libre Comercio, el Periodo de Garantía será de dos (2) años.

**¿Qué hará Facebook Technologies si hay un problema con el producto?**

Si su Producto es defectuoso o presenta un mal funcionamiento, nosotros repararemos o reemplazaremos dicho Producto o actualizaremos el software o asistencia para que el Producto tenga un comportamiento sustancialmente acorde con la Funcionalidad Garantizada. El criterio adoptado para resolver estos asuntos será elegido únicamente por nosotros. Si nosotros decidimos que un producto debe ser reemplazado, el reemplazo podrá ser por un Producto nuevo, restaurado, o refabricado. Si decidimos, a nuestra absoluta discreción, que ninguno de los medios referidos es razonablemente adecuado para corregir el defecto o mal funcionamiento, entonces podremos reembolsarle el precio que pagó por la compra del Producto.

**¿Cómo puedo obtener la asistencia?** En primer lugar, informándonos del problema. Si tiene un problema con su Producto, visítenos en [support.Oculus.com](http://support.Oculus.com) para productos relacionados con Oculus, y en [portal.facebook.com/support](http://portal.facebook.com/support) para el resto de productos para obtener una asistencia útil e información de contacto y para presentar un formulario de reclamación y obtener un servicio de garantía.

Si es necesario el envío de su Producto para recibir asistencia, le facilitaremos una etiqueta de envío con franqueo pagado y tendrá que enviar el Producto con el comprobante de compra utilizando dicha etiqueta de envío. El comprobante de compra puede no ser requerido si podemos verificar su compra por adelantado.

Podremos solicitarle que pague los costes de transporte del Producto y, al enviar el Producto, usted consiente transferir a Facebook Technologies la posesión del Producto. Una vez recibido el Producto, valoraremos si existe un defecto o un mal funcionamiento que esté cubierto por esta Garantía. Si encontramos un defecto o mal funcionamiento cubierto por esta Garantía, procederemos a reparar o reemplazar el Producto para dotarle de la Funcionalidad Garantizada y le enviaremos el Producto reparado o reemplazado, si es el caso, asumiendo nosotros el coste. Es posible que no le devolvamos el Producto original. No podemos garantizarle que seamos capaces de reparar el Producto sin riesgo o sin pérdida de los programas o datos; cualquier reemplazo del Producto no contendrá los datos guardados en el Producto original. Cualquier reparación o reemplazo del Producto continuará estando cubierto por esta Garantía durante el Periodo de Garantía restante de Producto original o durante noventa (90) días siguientes a la recepción del Producto reemplazado o reparado, aquel que sea el mayor periodo.

Si no podemos verificar su comprobante de compra por adelantado, y nos envía el Producto sin comprobante válido de compra, nos reservamos el derecho a devolverle el Producto asumiendo usted los gastos, sujeto a previo pago, o, si tales costes no son previamente pagados, guardaremos el Producto durante treinta (30) días para que lo retire antes de que procedamos a desecharlo.

**¿Qué no cubre esta Garantía?** Esta Garantía se limita y no aplica a: (i) desgaste normal por uso, (ii) daño causado por uso indebido, accidente (por ejemplo, golpe accidental, exposición a líquidos, comida u otros contaminantes, etc.), negligencia, abuso, reparación u otra modificación inadecuada o desautorizada, manipulación o utilización con equipos, aparatos, software, servicios inadecuados u otro(s) artículo(s) de terceros no autorizados; (iii) uso no acorde con la documentación del Producto; (iv) uso comercial; (v) uso en relación con un comercio, negocio o profesión; (vi) productos usados o revendidos; (vii) Productos adquiridos de otras fuentes diferentes a Facebook Technologies o vendedores autorizados por Facebook Technologies (incluyendo subastas online no autorizadas), (viii) Productos que no sean Facebook Technologies; (ix) uso del Producto

infringiendo cualquier ley, regulación o norma vigente en el lugar en el que el Producto sea usado; o (x) características o parámetros de comportamiento que pertenezcan a cualquier software o asistencia más allá de la Funcionalidad Garantizada del Producto.

Esta Garantía no incluye una garantía específica de que el producto no presentará errores ni una garantía específica sobre el tiempo de funcionamiento o continua disponibilidad, características de seguridad de datos de software o cuentas online, o sobre el funcionamiento ininterrumpido o sin errores de cualquier software, firmware o sitio online. Esta garantía limitada es nula si el Producto es devuelto con etiquetas retiradas, dañadas o manipuladas o con cualquier alteración (incluyendo la retirada no autorizada de cualquier componente o cubierta exterior).

Esta Garantía no cubre pérdida de datos; usted es responsable de realizar con regularidad copia de sus datos, electrónica o físicamente, si desea conservar los mismos. Cualquier daño o coste relacionado con la recuperación, eliminación o instalación de datos no son recuperables bajo esta Garantía.

En esta Garantía, Facebook Technologies no amplía ninguna garantía, condición o manifestación implícitas o legales en relación con el Producto o cualquier software o asistencia online relacionada.

BAJO ESTA GARANTÍA LIMITADA, FACEBOOK TECHNOLOGIES NO ASUME NINGUNA RESPONSABILIDAD POR CUALQUIER DAÑO ESPECÍFICO, INDIRECTO, FORTUITO, POR DAÑOS Y PERJUICIOS INDEMNIZABLES O POR DAÑO EMERGENTE, DE CUALQUIER TIPO, INCLUYENDO (PERO NO EXCLUSIVAMENTE) LA PÉRDIDA DE BENEFICIOS O INGRESOS, PÉRDIDA DE DATOS, PÉRDIDA DE USO DEL PRODUCTO O CUALQUIER EQUIPO ASOCIADO, COSTE DE CUALQUIER REEMPLAZO DE ARTÍCULO O SUSTITUCIÓN DE EQUIPO, O PÉRDIDA DE USO DURANTE EL PERIODO EN EL QUE EL PRODUCTO ESTÁ SIENDO REEMPLAZADO O REPARADO. ADEMÁS, EN NINGÚN CASO FACEBOOK TECHNOLOGIES SERÁ RESPONSABLE ANTE USTED POR CUALQUIER DAÑO ESPECÍFICO, INDIRECTO, FORTUITO, POR DAÑOS Y PERJUICIOS INDEMNIZABLES O POR DAÑO EMERGENTE, DE CUALQUIER TIPO, INCLUSO SI FACEBOOK TECHNOLOGIES HA SIDO INFORMADO DE LA POSIBILIDAD DE TALES DAÑOS, A TRAVÉS DE CUALQUIER RECLAMACIÓN SURGIDA O RELACIONADA CON ESTE CERTIFICADO DE GARANTÍA, CON

INDEPENDENCIA DE LA FORMA DE ACTUACIÓN, Y ASEA EN VIRTUD DEL CONTRATO, RESPONSABILIDAD EXTRA CONTRACTUAL (INCLUYENDO NEGLIGENCIA), RESPONSABILIDAD OBJETIVA POR PRODUCTO DEFECTUOSO O CUALQUIER OTRA CAUSA O TEORÍA JURÍDICA O DE EQUIDAD.

EN NINGÚN CASO LA RESPONSABILIDAD DE FACEBOOK TECHNOLOGIES POR CUALQUIER RECLAMACIÓN QUE SURJA O ESTÉ RELACIONADA CON ESTE CERTIFICADO DE GARANTÍA EXCEDERÁ DEL PRECIO PAGADO POR LA ADQUISICIÓN DEL PRODUCTO, CON INDEPENDENCIA DE LA FORMA DE ACTUACIÓN, Y ASEA EN VIRTUD DEL CONTRATO, RESPONSABILIDAD EXTRA CONTRACTUAL (INCLUYENDO NEGLIGENCIA), RESPONSABILIDAD OBJETIVA POR PRODUCTO DEFECTUOSO O CUALQUIER OTRA CAUSA O TEORÍA JURÍDICA O DE EQUIDAD.

Algunos estados y países no permiten la exclusión o limitación de daños fortuitos o daño emergente, por lo que las limitaciones o exclusiones de estas Garantías podrían no ser de aplicación.

**¿Qué Leyes rigen esta Garantía?** Esta Garantía se regirá por las leyes del Estado de California (USA). Los tribunales en algunos países pueden no aplicar las leyes de California a determinados tipos de litigios. Si reside en uno de esos países, las leyes de su país se aplicarán a dichos litigios relacionados con esta Garantía.

**¿Alguna pregunta?** Si tiene alguna pregunta o quiere comenzar el proceso de asistencia, visítenos en [oculus.com/legal/limited-warranty](https://oculus.com/legal/limited-warranty) para para preguntas relacionadas con los productos Oculus, y en [portal.facebook.com/warranty](https://portal.facebook.com/warranty) para cualquier otra cuestión sobre los productos.

**Desarrollado en Estados Unidos.**

**Diseñado por Oculus**

**Facebook Technologies, LLC**

**1 Hacker Way, Menlo Park, CA, USA**

**Facebook Technologies Ireland Limited**

**4 Grand Canal Square, Grand Canal Harbour,**

**Dublin 2, Irlanda**

**Fabricado en China**

## Product Description

Oculus Quest is the world's first all-in-one gaming system built for virtual reality. No wires. No PC. Just set up with the Oculus mobile app, and you're free to explore VR from almost anywhere. Four ultra-wide angle sensors inside the headset power Oculus Insight, which precisely tracks your environment and instantly translates your movements into VR. And with ergonomic design and haptic feedback, our intuitive Touch controllers bring your hands into the game. Take VR gaming to the next level. And everywhere else.

## What's in the Box?



Headset



Controllers

Power  
AdapterCharging  
CableEyeglass  
SpacerAA  
BatteriesQuick Start  
GuideSafety &  
Warranty  
Manual

Oculus Quest, VR Headset	Model No: <b>Model No: MH-B</b>
Oculus Touch Controllers	Model No: MI-BR (Right) MI-BL (Left)
Oculus Go Adapter	Model No: x12345678x



## Grab your phone to get started.

Download the Oculus app on your mobile phone to set up your headset. [www.oculus.com/app](http://www.oculus.com/app)

NOTE: Please visit [www.oculus.com/setup](http://www.oculus.com/setup) for setup instructions. Please visit <https://support.oculus.com> for best practices and troubleshooting.

## Product Care and Maintenance

Please only use dry optical lens micro-fiber cloths for cleaning of the headset lenses. Do not clean lenses with any liquid or chemical cleaners. Do not clean the facial interface fabric with alcohol or any other abrasive cleaning solution. You may hand wash with mild detergent and air dry.

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

- Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the optics and display.
- Do not shine a laser or external light source through the lenses as it may damage the display.
- Ensure the controller battery tray cover is in good working condition and locks in place.
- As with any electronic device, avoid exposure to water or fluids.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-35°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing).
- Non-Operating (Storage): -30-65°C / -22-149°F, 85%RH.

## Product Electrical Specifications

Component	Rating	Wireless Frequency
Headset	5V, 3A	2.400-2.485 5.150-5.850 GHz
Controller	1.5V, 190mA	2.400-2.485 GHz
Battery (Controller)	1.5V (1-AA Alkaline)	Not Applicable

## Health and 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 your VR system.

#### WARNING

#### WARNING

### Before Using your VR System:

- 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, software and/or content. Use of an unauthorized device, accessory, software and/or content or hacking the device, software or content may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty.

- To reduce the risk of discomfort, properly adjust side and top straps, and ensure comfortable placement of the facial interface and that you see a single, clear image; this will aid in proper weight balance and distribution of the headset. Re-check the settings before resuming use after a break, to avoid any unintended changes to any adjustments.



- Virtual reality is an immersive experience that can be intense. Frightening, violent or anxiety provoking content can cause your body to react as if it were real. Carefully choose your content if you have a history of discomfort or physical symptoms

when experiencing these situations. Oculus provides comfort ratings for some content, and you should review the comfort rating for your content before use. (For more details on comfort ratings and how they can



assist in providing a comfortable experience, go to <https://support.oculus.com/comfort>. If you have a history of discomfort when exposed to certain content or experiences or are new to virtual reality, start with content rated Comfortable, before trying Moderate, Intense or Unrated content.

- 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.
- Consult with your physician 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. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. If you previously have had a seizure, loss of awareness, or other symptom linked to an epileptic condition you should see a doctor before using the headset.

**⚠ WARNING****Children:**

This product is not a toy and 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 adverse 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 Your VR System 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****Risks associated with freedom of movement**

Your headset provides 6 degrees of freedom, which allows you to move around in your physical world while you experience a virtual world. Your headset is also self-contained and it is not connected to a computer by a cable while in use so you have more freedom to move.



Along with the freedom to explore your virtual world come additional responsibilities for you to have a safe experience.



Move carefully while you explore the virtual world with 6 degrees of freedom. Fast or abrupt motion may cause a collision or loss of balance.

**⚠ 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.



- o **Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury.**
- o You are responsible for creating and maintaining a safe environment for use at all times.

- o Serious injuries can occur from tripping or running into or striking walls, furniture, other objects or people, so clear an area for safe use before using the headset.
- o Consider having another person act as a spotter while you move around in a virtual world.
- o Use of the headset and Oculus controllers may result in a loss of balance.
- o Remember that the objects you see in the virtual environment do not exist in the real world, so don't sit or stand on them or use them for support.
- o Remain seated unless your game or content experience requires standing or moving around your play area. If you are using the headset while seated, make sure you are seated on a secure surface and stable platform.
- o Take special care to ensure that you are not near items that you may impact or strike when using—or immediately after using—the headset, like other people, objects, stairs or steps, ramps, sidewalk(s), balconies, open doorways, windows, furniture, open flames (like candles or fireplaces), ceiling fans or light fixtures, televisions or monitors, or other things.
- o Use of the headset with glasses may increase the risk of facial injury if you fall or hit your face.

- o While using the headset with controllers, you may extend your arms fully out to the side or over your head, so make sure those areas are clear.
- o Make sure your play area has a level, firm and even surface without loose carpeting or rugs, uneven surfaces or similar hazards. Remove any tripping hazards from the play area before using the headset.
- o Remember that while using the headset you may be unaware that people and pets may enter your play area.
- o Your view of your surroundings is completely blocked while you are using the headset, so do not hold or handle things that are dangerous, may injure you or may be damaged.
- o The headset is designed for use indoors. Use of the headset outdoors creates additional and uncontrolled hazards, like uneven surfaces and unexpected obstacles, traffic and pedestrians. Also, the Guardian System may not work properly outdoors.
- o Never wear the headset in situations that require attention, such as walking, bicycling, or driving.



- **Guardian System:** The headset contains a boundary system feature, Guardian, designed to assist you in staying in your play area. If you enable it and define your play area, it will help you to be aware of the boundaries of your space. You can get more information about the Guardian System at <https://support.oculus.com/guardian>
- o Before defining your play area, make sure you survey it and clear it of potential hazards as defined in this Guide. The space you define with Guardian should be an area that is clear and away from potential hazards. Make sure your defined space provides for additional space as a buffer between it and potential hazards so you do not contact hazards if your movement carries you beyond the area you defined in Guardian or if you lose your balance or trip.
- o Guardian only assists if you enable it and properly define your play area. Before using the headset each time, confirm that Guardian is enabled, the play area is properly defined and that no new potential impact-hazards were introduced.



o The Guardian system is only a guide, and may not always show you the exact boundaries of your play area. Guardian may not track you properly in areas with featureless walls, glass or mirrors. You are still responsible for using the headset in a safe environment as described in this Guide.

o The Guardian system will only alert you to the boundary of your play area. It cannot prevent you from moving out of your play area. For example, it will not prevent you from running into or contacting a wall, or falling through a door or window or down a stairwell. Take particular care to make sure that there are no hazardous areas (stairwells, windows, etc.) or objects immediately outside your play area that you might encounter if you do not react quickly enough to Guardian.

o Guardian does not identify a boundary over the top of your play area, so take special care to identify that the area overhead is clear of potential hazards like light fixtures and ceiling fans. It will also not alert



you to floor hazards, so follow the instructions for a safe floor surface in this Guide.

o Guardian does not identify everything in your play area, and will not alert you to items on furniture, like lamps, or other people or pets that may enter your play area after you have donned your headset.

o Follow all on screen notifications for redefining the boundaries of your play area or functional availability of your system if prompted to do so.

o Moving at high speeds may not permit you to react in time to stay in your play area, even if Guardian alerts you, so make sure you move slowly enough to react to any Guardian alerts.

o Guardian may not work properly if your headset is dropped or damaged. Inspect your headset before use, and contact Oculus Support if Guardian is not working properly.

• **Pass-Through Feature:** Your headset is equipped with a “pass-through” feature which uses a camera to display your surroundings on your headset screen for brief real world interaction, and is used to set up the Guardian system.

The pass-through feature displays a distorted view of the physical world, and may lag behind latency) what is actually occurring.

- Do not use the pass-through feature to navigate in the physical world. Remove your headset so you have an undistorted view.




- Always remove your headset for any situation that requires attention or coordination.
- The distorted view of the physical world displayed by the pass-through feature may cause temporary effects if used for a long period of time.
- Effects from use of the pass-through 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 effects.
- 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 variation in speed (velocity) or sudden movements may 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.**



- It is normal for your headset to feel warm to the touch while in use or while charging. Prolonged skin contact with a headset that is hot to the touch may produce skin discomfort or redness, or low temperature burns. If your headset feels hot to the touch or is uncomfortably warm, stop using or charging it, and allow it to cool down.
-  To prevent possible hearing damage, do not listen at high volume levels for long periods.

- The rings on your controllers extend away from your hands. Use caution when moving your hands and arms so you do not strike yourself with the controllers.



### **System Alerts**

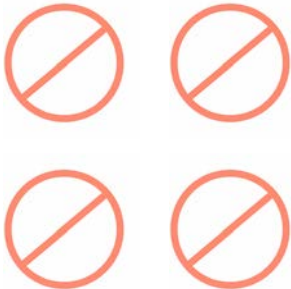
For your protection, the headset will provide you with the following alerts:

- An audible and visual alert when the headset is overheating. If that alert appears/sounds, to reduce the risk of personal injury, immediately remove your headset and let it cool down before continuing use.
- A visual alert in the event of high volume levels. If that alert appears, lower the sound volume to reduce the risk of hearing loss.
- A visual alert if Guardian is not operating properly. If that alert appears, remove your headset and move to an place in your play area where Guardian is operating.



### **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.

- 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. Review the comfort rating for the content you were using, and consider using content with a more appropriate comfort rating.
- See a doctor if you have serious and/or persistent symptoms.



### **WARNING Headset Battery and Charging**

Your headset contains a rechargeable Lithium-Ion battery and may come with a power adapter (charger) and charging cable. Improper use of the battery or power adapter may result in a fire, explosion, battery leakage or other hazard. Follow these instructions to reduce the risk of injury to you or others, or damage to your product.

- The battery in your headset is not user replaceable or serviceable. Do not attempt to open your headset to access the battery, open, repair or replace the battery. Please contact Oculus Support, if you need battery or power management support for your device.
- Only charge your headset with the included power adapter and cable, or an approved power adapter and cable if not included. Do not use other

cables or power adapters. If you are unsure about whether a cable or power adapter is compatible with your headset, contact Oculus Support.

- Periodically inspect connection cords, connector tips and the power adapter for damage or signs of wear. Do not use your power adapter if prong(s), enclosure, connector port, connector cable or any part is damaged, cracked, or exposed.
- Do not use external battery packs or power sources other than the included power adapter or authorized accessories to charge the battery or power the headset.
- Do not attempt to charge or use the headset if it does not turn on after attempted charging, if it gets abnormally warm when it is used or charged, or if the battery compartment is swollen, leaking liquid or smoking.
- Do not disassemble, crush, bend or deform, puncture, shred or put a high degree of pressure on the headset. This can cause leakage or an internal short-circuit in the battery, resulting in overheating.
- Avoid dropping your headset. Dropping it, especially on a hard surface, can potentially cause damage to the headset and battery. Inspect your headset for visual damage before each use. If you suspect damage to your headset or battery, contact Oculus Support.

- Do not let your headset get wet or come in contact with liquids. Even though the headset may dry and appear to operate normally, the battery contacts or circuitry could slowly corrode and pose a safety hazard. If the headset gets wet, contact Oculus Support, even if the headset appears to be working normally.
- Do not place your headset in areas that may get very hot, such as on or near a cooking surface, cooking appliance, iron or radiator or in direct sunlight. Excessive heating can damage the headset or the battery and could cause the headset or the battery to explode. Do not dry a wet or damp headset with an appliance or heat source such as a microwave oven, hair dryer, iron or radiator. Avoid leaving your headset in a car in high temperatures.
- In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with large amounts of water and seek medical advice.
- Always ensure that the headset has adequate ventilation and air flow while in use or charging. Covering the headset with materials that significantly affect air flow may affect its performance and poses a possible risk of fire or explosion.

- Your headset and power adapter (if provided) comply with applicable limits for industry surface temperature standards. To prevent potential low-temperature burns from prolonged direct contact, avoid direct skin contact with your power adapter for long periods of time when charging, or when plugged into a power source. Ensure the power adapter is in a well-ventilated area, when in use. Use the approved charging cable to optimize proximity of your device to the adapter; do not place adapter under a pillow, blanket or part of your body. Users with special medical or physical conditions that impair the ability to detect heat against your skin should take special care when using the device or charging with the power adapter. Follow any thermal warnings and advisory that may appear on your device's screen.
- Dispose of your headset and battery properly. Do not dispose of the headset or battery in a fire or incinerator, as the battery may explode when overheated. Dispose of separately from household waste. Refer to [www.oculus.com/support](http://www.oculus.com/support) for proper maintenance, replacement, and disposal of your headset.



#### **WARNING Repetitive Stress Injury:**

Using the device may make your muscles, joints, neck, hand(s), 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 Accessories**

- Your headset and software are not designed for use with any unauthorized accessory. Use of an unauthorized accessory may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty
- Refer to accessory instructions for proper installation, warnings, and use of included and authorized accessories.
- Only use recommended batteries and charging systems for authorized accessories.
- Install and use wrist straps or lanyard with accessories when available to secure to your wrist when in use.
- Use lanyards with all tracked accessories so they do not become loose projectiles.





## **Interference with Medical Devices**

The headset and controller(s) may 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 and controller without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between the headset and controller and your medical devices. Stop using the headset and/or controller(s) if you observe a persistent interference with your medical device.



## **Controller Batteries**

Your controllers contain AA batteries.

- **CHOKING HAZARD.** The remote 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 a battery is swallowed, it can cause severe internal burns and potential perforation of esophagus in just 2 hours and can lead to death.
- If you think batteries might have been swallowed or placed inside any part of the body, seek

medical attention, and have your doctor call the battery ingestion hotline at (800) 498-8666 or (202) 625-3333.

- 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.
- Keep in original package until ready to use. Properly dispose of used batteries promptly.
- Battery in the controller is user-replaceable: **CAUTION – RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.**
- Do not disassemble, pierce, or attempt to modify batteries.
- Risk of fire. Batteries can explode or leak if installed backwards, disassembled, charged, crushed, mixed with used or other battery types, or exposed to fire or high temperature.
- Do not allow conductive materials to touch the battery terminals on the controllers. Keep batteries dry and avoid liquid intrusion. Discontinue use and contact Oculus Support if there is liquid intrusion or accidental spill onto the device or battery compartment.

- Discontinue use if you observe any abnormal increase in temperature on the device and/or around the battery compartment(s).
- Warning required by the State of California: Perchlorate Material-special handling may apply, see [www.dtsc.ca.gov/hazardouswaste/perchlorate](http://www.dtsc.ca.gov/hazardouswaste/perchlorate).
- Refer to [www.oculus.com/support](http://www.oculus.com/support) for proper maintenance, replacement, and disposal of batteries.

### **⚠ WARNING**

### **Electrical Shock**

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not charge this device if any part of the provided or approved AC Adapter cable is torn, any wires are exposed, or battery compartment damaged.
- Do not insert any metal, conductive, or any foreign objects into the charging port.
- Do not expose the device to water or fluid.
- ONLY use provided AC Adapter with your device or other authorized adapter if one was not provided with your device.

### **⚠ 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 Oculus authorized servicer.



### **⚠ 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 and controller(s) should be cleaned between each use with skin-friendly non-alcohol, non-abrasive antibacterial wipes and with a dry microfiber cloth for the lenses. Do not use liquid or chemical cleansers on the lenses. Replace the facial interface on the headset if it becomes worn or cannot be cleaned.


### **⚠ 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. Similarly with

the hand-controller, please stop use if you observe any skin irritation or reaction. If symptoms persist, contact a doctor.

### **⚠ CAUTION** Device Temperature

 It is important to check the temperature of your device as front surfaces may get hot. To reduce the risk of injury, take caution and do not touch hot surfaces for prolonged periods.

### **⚠ CAUTION** Use Environment

- To avoid damage to your headset or controllers, do not expose them to moisture, high humidity, high concentrations of dust or airborne materials, temperatures outside their operating range or direct sunlight.
- Take particular care to avoid direct sunlight on the lenses. Direct sunlight on the lenses for even brief periods may damage the optics and display.
- Keep cables away from children and pets.



### **NOTICE**

### **Not a Medical Device**

The headset and accessories are not medical devices, and are not intended to diagnose, treat, cure, or prevent any disease.

### **NOTICE**

### **Keep Away from Pets**

To avoid damage, keep your headset, charger, cables and accessories away from pets.

## **Regulatory Information**

This product has been tested and complies with applicable worldwide regulations, including: EN/IEC 60950-1:2006+A11: 2009+A1:2010+A12:2011+A2:2013; UL60950-1/CSA-C22.2 No. 60950-1-07 (2nd Edition) +A1:2011+A2:2014; EN50566: 2017; EN50360: 2017; FCC Part 15; Radio Equipment Directive 2014/53/EU; EN 300 328 V2.1.1; EN 301 893 V2.1.1; EN62479:2010; EN 301 489-1 V2.1.1; EN 301 489-17 V3.1.1; AS/NZS 4268:2017; RoHS Recast Directive (RoHS 2) 2011/65/EU; REACH Regulation (EC) No. 1907/2006; WEEE Directive 2012/19/EU; CA Proposition 65.

Oculus hereby declares that this product is in compliance with the essential requirements and the other relevant provisions of Directive 2014/53/EU. For the full declaration of conformity, see [www.oculus.com/compliance](http://www.oculus.com/compliance).

# Facebook Technologies

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お問い合わせについては？ご質問がある場合や、サービスの手続を開始される場合には、Oculus関連製品についてのご質問は[support.oculus.com](https://support.oculus.com)を、その他の製品についてのご質問は[portal.facebook.com/support](https://portal.facebook.com/support)をご覧ください。

開発国：米国  
設計：Oculus.

**Facebook Technologies, LLC**  
**1 Hacker Way, Menlo Park, CA, USA**  
**Facebook Technologies Ireland Limited**  
**4 Grand Canal Square, Grand Canal Harbour,**  
**Dublin 2, Ireland**

中国組立品

## Product Description

Oculus Quest is the world's first all-in-one gaming system built for virtual reality. No wires. No PC. Just set up with the Oculus mobile app, and you're free to explore VR from almost anywhere. Four ultra-wide angle sensors inside the headset power Oculus Insight, which precisely tracks your environment and instantly translates your movements into VR. And with ergonomic design and haptic feedback, our intuitive Touch controllers bring your hands into the game. Take VR gaming to the next level. And everywhere else.

## What's in the Box?



Headset



Controllers

Power  
AdapterCharging  
CableEyeglass  
SpacerAA  
BatteriesQuick Start  
GuideSafety &  
Warranty  
Manual

Oculus Quest, VR Headset	Model No: <b>Model No: MH-B</b>
Oculus Touch Controllers	Model No: MI-BR (Right) MI-BL (Left)
Oculus Go Adapter	Model No: x12345678x



## Grab your phone to get started.

Download the Oculus app on your mobile phone to set up your headset. [www.oculus.com/app](http://www.oculus.com/app)

NOTE: Please visit [www.oculus.com/setup](http://www.oculus.com/setup) for setup instructions. Please visit <https://support.oculus.com> for best practices and troubleshooting.

## Product Care and Maintenance

Please only use dry optical lens micro-fiber cloths for cleaning of the headset lenses. Do not clean lenses with any liquid or chemical cleaners. Do not clean the facial interface fabric with alcohol or any other abrasive cleaning solution. You may hand wash with mild detergent and air dry.

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

- Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the optics and display.
- Do not shine a laser or external light source through the lenses as it may damage the display.
- Ensure the controller battery tray cover is in good working condition and locks in place.
- As with any electronic device, avoid exposure to water or fluids.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-35°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing).
- Non-Operating (Storage): -30-65°C / -22-149°F, 85%RH.

## Product Electrical Specifications

Component	Rating	Wireless Frequency
Headset	5V, 3A	2.400-2.485 5.150-5.850 GHz
Controller	1.5V, 190mA	2.400-2.485 GHz
Battery (Controller)	1.5V (1-AA Alkaline)	Not Applicable

## 健康和安全

健康與安全警告：為降低人身傷害、身體不適或財產損失的風險，在使用VR系統之前，應確保頭戴式顯示器的所有使用者都已仔細閱讀下述警告內容。



使用VR系統前：

- 請閱讀並遵守隨頭戴式顯示器附上的所有設定和操作說明書
- 請查看配合頭戴式顯示器使用的推薦硬體和軟體。如果不使用推薦的硬體和軟體，可能會增加使用上的不適感。

- 頭戴式顯示器和軟體的設計不適合與任何未經授權的設備、配件、軟體和/或內容配合使用。使用未經授權設備、配件、軟體和/或內容或破解設備、軟體或內容可能會對您或他人造成傷害，也有可能影響產品性能或損害您的系統和相關服務，並可能使保固無效。

- 為減少使用上的不適感，請適當調整側面和頂部的吊繩，並確保與面部接觸的介面已適當放置，且您看到的是單一清晰的圖像，這有助於頭戴式顯示器保持適當的重量平衡和分佈。休息之後重新使用頭戴式顯示器前，請務必再次檢查設定，以避免任何不經意的調整。



- 虛擬實境是一種沉浸式體驗，可能會讓人感覺非常強烈。一些令人恐懼、暴力或激發焦慮情緒的內容可能會導致您的身體作出真實反應。如果您過去曾經在類似的情境下出現不適或者生理症狀，請仔細選擇適合您的內容。Oculus對部分內容進行了舒適度評級，您在使用之前應先查看相關內容的舒適度評級。有關舒適度評級的詳細資訊以及舒適度評級怎樣能夠助您獲得舒適體驗，請參考<https://support.oculus.com/comfort>。如果您面對特定內容或體驗過去曾經出現不適，或首次使用虛擬



實境，請先使用評級為舒適的內容，再使用評級為中等、激烈或未評級的內容。

- 要獲得舒適的虛擬實境體驗，運動和平衡感必須不受影響。在以下情況下不要使用頭戴式顯示器：疲勞、睡眠不足、受酒精或藥物影響、宿醉未醒、有消化系統問題、精神緊張或焦慮或者患有感冒、流感、頭痛、偏頭痛或耳痛等，因為使用頭戴式顯示器可能會加重您不適的症狀。
- 孕婦、年長者、有雙眼視力異常或精神疾病或患有心臟病或其他嚴重疾病的人，在使用頭戴式顯示器前請先諮詢醫師。



#### 痙攣：

亮光或圖案可能會導致某些人（約4000人中有1人）出現嚴重的頭暈、痙攣、眼睛或肌肉抽搐症狀或短暫性昏迷，例如看電視、玩電動遊戲或體驗虛擬實境時，縱使他們以前從未有過痙攣發作或短暫性昏迷的情況，或任何痙攣或癲癇病史。這類痙攣在兒童和年輕人中更為常見。任何有這些症狀的人都應該停止使用頭戴式顯示器並就醫。如果您曾經出現痙攣、意識喪失或因癲癇引起的其他症狀，您在使用頭戴式顯示器前應先諮詢醫師。



## ⚠️ 兒童：

本產品非玩具，13歲以下兒童不得使用。頭戴式顯示器的尺寸不適合兒童使用，而尺寸不適可能會導致不適感或對健康不利，年幼兒童正處於視覺發展的關鍵時期。成年人應確保兒童（13歲及以上）在使用頭戴式顯示器時遵照本《健康和 safety 警告》，包括確保他們按照「使用VR系統前」章節和「安全環境」章節的規定使用頭戴式顯示器。成年人應留意正在使用或曾經使用頭戴式顯示器的兒童（13歲及以上）是否有出現本《健康和 safety 警告》中所述的任何症狀（包括「不適感和重複性壓力損傷」章節中所述的症狀），並應限制兒童使用頭戴式顯示器的時間，並確保他們在使用過程中有休息時間。應避免長時間使用頭戴式顯示器，因為長時間使用可能不利於眼手協調、平衡和多工能力。成人應密切留意兒童在使用頭戴式顯示器期間和之後，上述能力是否有所下降。



## ⚠️ 與行動自由相關的風險

頭戴式顯示器提供六個維度的行動自由，讓您在體驗虛擬世界的同時能在物理世界中移動。您的頭戴式顯示器是獨立的，在使用中並不通過電線與電腦連接，以便您能更自由的移動。



在您擁有探索虛擬世界自由的同時，您也有額外的責任確保自己的體驗是安全的。

在您以六維自由度探索虛擬世界時請小心移動。快速或突然的動作可能引起碰撞或失去平衡。

## ⚠️ 一般注意事項：

為降低受傷或產生不適感的風險，使用頭戴式顯示器過程中您應當始終遵照本說明書行事，並遵守以下注意事項：

- **僅在安全環境中使用：** 頭戴式顯示器營造的是一種身臨其境的虛擬實境體驗，會分散您對周圍真實環境的注意力，並使您完全無法看見周圍真實環境。



- **在使用頭戴式顯示器之前及使用頭戴式顯示器過程中，請始終注意周圍環境。小心避免受傷。**
- 您有責任在時時刻刻營造和維持一個安全的使用環境。
- 絆倒或與牆壁、傢俱、他人或其他物體發生碰撞可能會造成嚴重傷害，因此在使用頭戴式顯示器之前請先清理出一個安全使用區域。

- 當您在虛擬世界中移動時，請考慮讓另一人作為看護者。
- 使用頭戴式顯示器和Oculus手持控制器可能會導致您失去平衡。
- 請謹記，您在虛擬環境中看到的物體在現實世界中並不存在，因此請勿在這些物體上就坐或站立或以它們作為支撐。
- 除非您的遊戲或內容體驗需要站立，否則請始終保持坐姿。如果您坐著使用頭戴式顯示器，請確保您的座位安全和穩定。
- 應特別留意，確保遠離他人、物體、樓梯或臺階、坡道、人行道、陽臺、門口、窗戶、傢俱、明火（如正在燃燒的蠟燭或壁爐）、吊扇或燈具、電視機、螢幕或其他物品，以免在使用頭戴式顯示器過程中或在使用頭戴式顯示器後撞擊或碰撞的上述物品。
- 在佩戴眼鏡情況下使用頭戴式顯示器可能會增加跌倒或被擊中臉部時臉部受傷的風險。
- 配合手持控制器使用頭戴式顯示器時，您可能會將雙臂向兩側或頭頂完全伸展，因此請務必確保這些區域無任何障礙物。
- 請確保您的遊戲區域具備一個水平、牢固、平坦的表面，不存在不牢固的地毯或墊子、不平的表面或類似的危險。使用頭戴式顯示器前，請清理附近區域中可能會產生絆倒風險的任何障礙物。
- 請謹記，在使用頭戴式顯示器過程中，他人或寵物可能會進入您鄰近的區域，而您可能無法感知。

- 使用頭戴式顯示器時，您對周圍環境的視野會被完全阻擋，因此，請勿手握或操作任何危險的、可能對您造成傷害或者可能會被損壞的物件。

- 頭戴式顯示器專為室內使用設計。在室外使用頭戴式顯示器可能導致額外不受控制的風險，如不平的表面和意外的障礙物、交通和行人。此外，守護者系統可能無法在室外正常運作。



- 請勿在需要注意力集中的情境（如步行、騎車或駕駛汽車）下佩戴頭戴式顯示器。

#### ● 守護者系統：頭戴式顯示器

包含了一項邊界系統功能——守護者，其被設計為協助您停留在您的遊戲區域。如果您啟動守護者功能並界定您的遊戲區域，它將幫助您注意空間的邊界。有關守護者系統的詳細資料，請參考



<https://support.oculus.com/guardian>。

- 在界定您的遊戲區域之前，請確保您已對該空間已進行檢查並清除了本指南所下定義的潛在危險。您為守護者界定的空間應保持空曠，並遠離潛在危險。請確保您所界定的空間預留了額外空間作為與潛在危險之間的緩衝，以免您在移動過程中超出您在守護者中界定的區域或失去平衡或絆倒而發生危險。

○ 守護者只有在您啟動並適當地界定您的遊戲區域時才會提供協助。在每次使用頭戴式顯示器前，請確認守護者已啟動，遊戲區域已被適當地界定，並且沒有引入新的潛在撞擊危險。

○ 守護者系統只是一個指引，可能無法總是向您顯示您遊戲區域的確切邊界。守護者可能無法在無特徵的牆面、玻璃或鏡子區域內對您進行適當的追蹤。您依然有責任根據本指南在安全環境下使用頭戴式顯示器。

○ 守護者系統只能提醒您遊戲區域的邊界，並無法阻止您移動出遊戲區域移動以外。例如，它無法阻止您撞上或接觸一堵牆，或從門、窗或樓梯處跌落。請特別注意確保緊鄰遊戲區域處不存在危險區域（樓梯、窗戶等）或物品，否則您在無法及時根據守護者的提醒作出反應時可能會發生此類危險。

○ 守護者無法識別您的遊戲區域頂部之邊界，所以請特別注意確認頭部上方的區域不存在如燈具或吊扇的潛在危險。守護者也無法提醒您地面危險，所以請遵循本指南關於安全地面的指示。

○ 守護者無法識別您的遊戲區域內之所有物品，並且不會就傢俱上的物品（如檯燈）向您發出提醒，亦



不會就於您戴上頭戴式顯示器後進入遊戲區域的人或寵物向您發出提醒。

○ 如果收到提示，請遵照所有螢幕通知對遊戲區域或您系統功能的可利用性重新進行界定。

○ 高速移動時，縱使守護者予以提醒，您可能無法及時作出反應以留在您的遊戲區域內，所以請確保您不會移動過快，以便能夠對守護者的提醒作出反應。

○ 如果您的頭戴式顯示器掉落或損壞，守護者可能無法正常運作。在使用前，請檢查您的頭戴式顯示器，若守護者無法正常運作，請聯繫Oculus客服。

● **穿透功能:** 您的頭戴式顯示器具有「穿透」功能，其使用相機在您的頭戴式顯示器螢幕上顯示您的周圍環境以便您進行簡單的真實世界交互，並用來建立守護者系統。


穿透功能提供的物理世界視覺是失真的，並可能與實際發生的情況產生滯留。

● 請勿使用穿透功能對物理世界進行探索。請脫下您的頭戴式顯示器以便您獲取未失真的視覺。



- 若需集中注意力或進行運動協調，請脫下您的頭戴式顯示器。
- 穿透功能顯示的失真物理世界可能會在長時間使用後對您造成暫時性的影響。
- 使用穿透功能的影響可能會增加您在真實世界中進行正常活動受傷的風險。在您從該影響中完全恢復過來之前，請勿駕駛車輛、操作機器或從事對視覺或體力要求較高並可能引起嚴重後果的活動（即，出現症狀可能導致死亡、人身傷害或財產損失的活動）或其他需要平衡感和眼手協調完好無損（如運動或騎車等）的活動。
- 使用頭戴式顯示器請放鬆身心，這可以讓您的身體得以逐步適應。一開始每次使用幾分鐘，在適應虛擬實境後可逐漸增加使用頭戴式顯示器的時間。首次進入虛擬實境時，應環顧四周並使用輸入裝置，這可以協助您適應現實世界動作與虛擬實境體驗之間的任何微小差異。
- 請勿在行駛中汽車、公共汽車或火車等車輛上使用頭戴式顯示器，因為速度（速率）變化或突然移動可能會增加您不適的症狀。
- **縱使您認為您不需要休息，但每使用30分鐘頭戴式顯示器，請至少休息10至15分鐘。休息時間因人而異，因此，一旦您感覺不適，您應休息更長時間，時間長短應由您自行決定。**



- 使用頭戴式顯示器或給頭戴式顯示器充電過程中，頭戴式顯示器會有發熱情況，這是正常現象。皮膚長時間接觸過熱的頭戴式顯示器可能導致皮膚不適、發紅或發生低溫灼傷。如果您感覺頭戴式顯示器發熱或熱度使人感覺不適，請停止使用或充電，並讓其冷卻。
-  為避免聽力受損，請勿長時間使用高音量。
- 您手持控制器上的吊環可能從您的手上延伸出去。請注意在移動雙手和手臂時不要被手持控制器擊打到自己。



### 系統警報

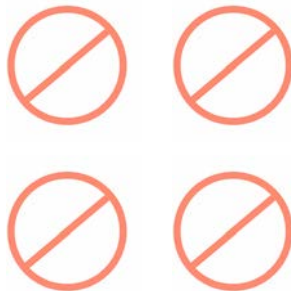
為了您的安全，頭戴式顯示器在以下情況下將向您發出警報：

- 提示頭戴式顯示器過熱的聲光警報。如果該警報出現/發出，為降低人身傷害的風險，請立即脫下頭戴式顯示器，待其冷卻後，方可繼續使用。
- 提示音量過高的可視警報。如果出現該警報，請降低音量，以降低聽力受損的風險。
- 提示守護者未適當運行的可視警報。如果出現該警報，請脫下頭戴式顯示器並移動到守護者可運行的遊戲區域。



## 不適感

- 一旦出現以下任何症狀，請立即停止使用頭戴式顯示器：痙攣、意識喪失、眼疲勞、眼睛或肌肉抽搐、不自主運動、視覺扭曲、模糊或重影或其他視覺異常、頭暈、定向障礙、平衡感失常、眼手協調性失常、出汗過多、唾液分泌增加、噁心、頭暈目眩、頭部或眼睛不適或疼痛、嗜睡、疲勞，或任何其他與動暈症類似的症狀。
- 與人們下船時經歷的症狀類似，接觸虛擬實境的症狀在使用後可能會長時間存在，並且在使用後的數個小時內會變得愈加強烈。這些使用後出現的症狀可能包括上述症狀以及過度嗜睡和降低同時從事多項工作的能力。這些症狀可能增加您在現實世界中進行正常活動時受傷的風險。



- 在您完全從該症狀恢復過來之前，請勿駕駛車輛、操作機器或從事對視覺或體力要求較高並可能引起嚴重後果的活動（即，出現症狀可能導致死亡、人身傷害或財產損失的活動）或其他需要平衡感和眼手協調完好無損（如運動或騎車等）的活動。
- 在所有症狀完全消失數小時後，方可使用頭戴式顯示器。

- 請留意出現任何症狀之前您所使用的內容類別，因為您出現的相關症狀可能與您所使用的內容息息相關。請查看您所使用內容的舒適度評級，並考慮使用舒適度評級更適宜的內容。
- 如果症狀嚴重及/或持續，請及時就醫。



### 頭戴式顯示器電池和充電

您的頭戴式顯示器裝有一個可充電的鋰離子電池，並可能配有一個電源變壓器（充電器）和充電線。電池或電源變壓器使用不當可能會引發火災、爆炸、電池漏液或其他安全隱憂。為了降低您與他人的受傷風險及對您的商品造成損害的風險，請遵照本說明書進行使用。

- 使用者不得自行更換或維修頭戴式顯示器中的電池。請勿嘗試打開頭戴式顯示器檢視電池，或打開、維修或更換電池。如果您需要獲得有關電池或電源管理的支援服務，請洽詢Oculus客服。
- 您僅可使用隨附的電源變壓器和充電線幫頭戴式顯示器充電。如無隨附電源變壓器和充電線，請使用經授權的電源變壓器和充電線。請勿使用其他充電線或電源變壓器。如果您不清楚充電線或電源變壓器是否與您的頭戴式顯示器相容，請洽詢Oculus客服。
- 請定期檢查連接線、連接器末端和電源變壓器是否有損壞或磨損跡象。如果插腳、外殼、連接器埠、連接器電線或任何部件受損、破裂或敞開，請勿使用該電源變壓器。
- 除隨附的電源變壓器或授權配件外，請勿使用外部電池組或電源為電池充電或為頭戴式顯示器供電。

- 如果嘗試充電後頭戴式顯示器沒有接通，或頭戴式顯示器使用或充電過程中溫度異常升高，或電池閘出現膨脹、漏液或冒煙情況，請勿嘗試為頭戴式顯示器充電或使用頭戴式顯示器。
- 請勿拆解、壓碎、彎曲頭戴式顯示器、導致頭戴式顯示器變形、刺破、切割頭戴式顯示器或對頭戴式顯示器施以重壓，否則可能導致電池發生洩漏或內部短路，從而使頭戴式顯示器出現過熱情況。
- 避免頭戴式顯示器掉地，特別是掉落在堅硬的表面，否則頭戴式顯示器和電池可能受損。每次使用前，請檢查頭戴式顯示器是否有可見損壞。如果您懷疑頭戴式顯示器或電池受損，請洽詢Oculus客服。
- 請勿使頭戴式顯示器受潮或接觸液體，縱使頭戴式顯示器可能會變乾，並且使用上似無異常，但是電池觸點或電路可能會逐漸腐蝕，從而造成安全隱憂。如果頭戴式顯示器受潮，請洽詢Oculus客服，無論頭戴式顯示器是否看似使用上正常。
- 請勿將頭戴式顯示器放置在溫度可能升至高溫的區域，如烹飪器具、烹飪用具、熨斗或電熱器或陽光直射的地方之上或附近。溫度過高會損壞頭戴式顯示器或電池，並可能導致頭戴式顯示器或電池爆炸。請勿使用微波爐、吹風機、熨斗或電熱器等電器或熱源乾燥潮濕或受潮的頭戴式顯示器。避免將頭戴式顯示器留在高溫的車輛內。
- 一旦發生電池洩漏，請避免洩漏液體與皮膚或眼睛接觸。如果已發生接觸，請用大量清水沖洗患處並就醫。

- 在使用或充電過程中，務必確保頭戴式顯示器通風條件良好和空氣流通。在頭戴式顯示器上覆蓋嚴重影響空氣流通的材料可能會影響頭戴式顯示器的性能，並且有可能引發火災或爆炸。
- 您的頭戴式顯示器和電源變壓器（如有提供）符合有關的工業表面溫度標準。為防止因長時間直接接觸可能造成的低溫灼傷，充電時或插上電源時，請避免皮膚長時間與電源變壓器直接接觸。使用電源變壓器時務必保證周圍通風條件良好。使用經授權的充電線以確保設備與充電器的密合度；請勿將變壓器放置在枕頭、毛毯或您身體的任何部位之下。使用本設備或使用電源變壓器充電時，由於特殊生理或身體狀況而導致感知皮膚溫度變化能力受損的使用者應尤其小心。請留意您的設備螢幕上可能出現的任何過熱警報和建議。
- 請正確丟棄您的頭戴式顯示器和電池。請勿將頭戴式顯示器或電池丟入火中或焚燒爐中，否則可能導致電池因過熱發生爆炸。請將頭戴式顯示器或電池與家庭垃圾分開丟棄。請參考 [www.oculus.com/support](http://www.oculus.com/support) 查看正確的頭戴式顯示器維護、更換和處理方法。



#### 重複性壓力損傷：

使用本設備可能會導致您的肌肉、關節、頸部、手部或皮膚等部位發生疼痛。如果您身體的任何部位在使用頭戴式顯示器或頭戴式顯示器的組件時感覺疲憊或痠痛，或者有刺痛、麻木、灼熱感或僵硬等症狀，請停止使用，休息幾個小時後再使用。如果使用過程中或使用後仍有上述症狀或其他不適，請停止使用並諮詢醫師。



#### 配件

- 您的頭戴式顯示器和軟體的設計不適合與任何未經授權的配件一同使用。使用未經授權的配件可能會對您或他人造成傷害、可能影響頭戴式顯示器性能或損壞您的系統及相關服務。
- 請參閱附件的說明書瞭解原裝和授權配件的正確安裝方式、警示和使用說明。
- 授權配件僅可使用推薦的電池和充電系統。
- 如配件附有腕帶或吊繩，使用配件時，請安裝並使用腕帶或吊繩，將其固定在手腕上。
- 所有用於追蹤的配件都必須使用吊繩，防止其變成投擲物。



#### 干擾醫療裝置

頭戴式顯示器和手持控制器可能包含磁鐵或發射無線電波的元件，這些磁鐵或元件可能會影響周圍的電子設備（包括心律調節器、助聽器和除顫器等）的運行。如果您穿戴心律調節器或其他植入式醫療裝置，使用頭戴式顯示器或手持控制器前，請諮詢您的醫師或醫療裝置製造商的意見。將頭戴式顯示器和手持控制器與您的醫療裝置之間保持安全距離。如果發現頭戴式顯示器和/或手持控制器對您的醫療裝置產生持續干擾，請停止使用。



## 手持控制器電池

您的手持控制器配有3號電池

- **窒息風險。** 手持控制器非玩具，其內裝有電池，電池為小部件，請置於3歲以下兒童無法觸及的地方。
- **不得吞食電池，否則有化學性灼傷風險。**
- 如果不慎吞食電池，2小時內可能引起嚴重的內部灼傷且可能發生食道穿孔，並可能導致死亡。
- 如果您懷疑電池可能被吞服或停留在身體的任何部位，請就醫，並請您的醫師撥打電池吞食熱線：(800) 498-8666 或 (202) 625-3333。
- 請將新舊電池置於兒童無法觸及之處。如果電池閘不能關緊，請停止使用本產品，並將其置於兒童無法觸及之處。
- 若非準備使用，請將電池保留在原包裝內。請妥善處理廢舊電池。
- 手持控制器中的電池可由使用者自行更換：**注意 - 如果更換的電池種類不正確，可能發生爆炸危險。請遵照說明書處理廢舊電池。**
- 請勿拆解、刺穿或嘗試改裝電池。
- 火災風險。如果電池安裝方向錯誤、被拆解、充電、壓碎，與舊電池或其他電池混合使用，或暴露在火中或高溫下，電池可能會發生爆炸或漏液。

- 請勿將手持控制器的電池電極與導電材料接觸。請保持電池乾燥並避免液體侵入。如果有液體侵入或意外流入設備或電池閘中，請停止使用並洽詢Oculus客服。
- 如果發現設備上和/或電池閘周圍溫度異常升高，請停止使用。
- 根據美國加利福尼亞州規定添加的警示：高氯酸鹽材料 - 可能需要採用特殊方式處理，具體方式請參考 [www.dtsc.ca.gov/hazardouswaste/perchlorate](http://www.dtsc.ca.gov/hazardouswaste/perchlorate)。
- 請參考 [www.oculus.com/support](http://www.oculus.com/support) 瞭解正確的電池維護、更換和處理方法。



## 觸電

為降低觸電風險：

- 請勿改裝或打開任何原有零件。
- 如果原裝或經授權的交流轉換器電線的任何部分撕裂、任何導線暴露在外或電池閘受損，請停止對本設備充電。
- 請勿將任何金屬、導電物體或任何異物插入充電埠。
- 設備不得接觸水或任何液體。
- 請僅使用隨設備提供的交流轉換器。如您的設備未隨附交流轉換器，請使用其他經授權的轉接器。



#### □□□□ 設備受損或破損

- 如果您設備的任何部分破碎或損壞，請勿使用。
- 請勿嘗試自行維修設備的任何部分。維修僅可由Oculus授權的服務商進行。



#### □□□□ 傳染性疾病

為防止傳染性疾病（如急性結膜炎）的傳播，請勿與患有傳染性疾病（尤其是眼睛、皮膚或頭皮部位的傳染性疾病）的人共用頭戴式顯示器。每次使用頭戴式顯示器後應用親膚且不含酒精的抗菌擦拭材料清潔頭戴式顯示器和手持控制器，並用乾燥的超細纖維布擦拭鏡片。請勿在鏡片上使用液體或化學清潔劑。如果與面部接觸的部分出現破損或無法清潔，請及時更換。

#### □□□□ 皮膚刺激

頭戴式顯示器與皮膚和頭皮密切接觸。如果您發現皮膚出現任何腫脹、發癢、過敏或其他皮膚反應，請停止使用頭戴式顯示器。手持控制器的情況類似，如果您察覺到任何皮膚刺激或反應，請停止使用。如果症狀持續，請就醫。

#### □□□□ 設備溫度



檢查設備的溫度極為重要，因為設備的正面可能受熱。為降低受傷的風險，請小心行事，避免長時間接觸熱表面。

#### □□□□ 使用環境

- 為避免您的頭戴式顯示器或手持控制器受損，請勿將頭戴式顯示器或手持控制器暴露在潮濕、高濕度、高濃度的灰塵或氣傳材料、超出操作範圍的溫度中或陽光直射之處。
- 請特別注意避免陽光對透鏡的直射。縱使是短時間內陽光對透鏡的直射也可能對光學器件和顯示器件造成損害。
- 請確保電線遠離兒童和寵物。



#### □□ 非醫療裝置

頭戴式顯示器及其配件並非醫療裝置，不得用於診斷、治療、治癒或預防任何疾病。

#### □□ 遠離寵物

為避免損壞，請確保頭戴式顯示器、充電器、電線和配件遠離寵物放置。

# Regulatory Information

This product has been tested and complies with applicable worldwide regulations, including: EN/IEC 60950-1:2006+A11:2009+A1:2010+A12:2011+A2:2013; UL60950-1/CSA-C22.2 No. 60950-1-07 (2nd Edition) +A1:2011+A2:2014; EN50566: 2017; EN50360: 2017; FCC Part 15; Radio Equipment Directive 2014/53/EU; EN 300 328 V2.1.1; EN 301 893 V2.1.1; EN62479:2010; EN 301 489-1 V2.1.1; EN 301 489-17 V3.1.1; AS/NZS 4268:2017; RoHS Recast Directive (RoHS 2) 2011/65/EU; REACH Regulation (EC) No. 1907/2006; WEEE Directive 2012/19/EU; CA Proposition 65.

Oculus hereby declares that this product is in compliance with the essential requirements and the other relevant provisions of Directive 2014/53/EU. For the full declaration of conformity, see [www.oculus.com/compliance](http://www.oculus.com/compliance).

## 低功率電波輻射性電機管理辦法

第十二條 經型式認證合格之低功率射頻電機，非經許可，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。

第十四條 低功率射頻電機之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。前項合法通信，指依電信法規定作業之無線電通信。低功率射頻電機須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾。

# Facebook Technologies有限消費者保固

**保固提供者。** 本有限消費者保固（下稱「本保固」）由Facebook Technologies, LLC（地址：1601 Willow Road, Menlo Park, CA 94025，下稱「Facebook Technologies」、「我們」或者「我方」）發佈。

**保固的受益者。** Facebook Technologies向作為向Facebook Technologies或授權零售商購買全新受保產品的消費者之您（下稱「您」）提供保固。本保固不適用於非從Facebook Technologies或授權零售商處購買的產品。

若您於**澳大利亞、加拿大、法國或義大利**購買本產品，**本保固對您不適用**。您可以在您所購買產品的包裝盒及登入[oculus.com/legal/limited-warranty](http://oculus.com/legal/limited-warranty)（針對Oculus產品）及[portal.facebook.com/warranty](http://portal.facebook.com/warranty)（針對所有其他產品，如適用）查閱我們在您所在國提供的具體保固服務。

本保固僅適用於Facebook Technologies送貨及提供支援的國家。如欲獲取有關Facebook Technologies提供支援國家的資訊，請登入網頁[support.oculus.com](http://support.oculus.com)（針對Oculus產品）或[portal.facebook.com/support](http://portal.facebook.com/support)（針對其他產品）查詢。

**本保固的作用。** 本保固條款賦予您特定的合法權利，您還可能根據各州或各國的不同規定享有其他權利。本保固是您所在國有關消費品銷售的法律（包括但不限於實施歐盟第44/99/EC號指令的國家法律）規定的任何權利之補充，並不影響在該等法律下的權利。

**本保固的範圍。** 本保固涵蓋隨附的新Facebook Technologies產品（下稱「本產品」）的缺陷和故障。我們保證本產品在保固期內在正常使用狀態下且根據指定用途使用情況下的功能基本符合我們的技術規格或隨附的產品文檔（下稱「保證功能」）。如果本產品需要通過Facebook Technologies軟體或服務實現保證功能，我們將在保固期內持續提供軟體和服務。我們可能自行決定更新、修改或限制該等軟體和服務，但我們將繼續保留（或超出）保固功能。

產品註冊並非本保固的必要條件，但為確保功能完整，有些Facebook Technologies產品需要定期連接Facebook Technologies線上帳戶。

**保固期。** 本有限保固期為產品購買或交付之日（視何者較長）起壹（1）年（下稱「保固期」）。但是，對於在歐盟或歐洲自由貿易聯盟內所購買之產品，保固期為貳（2）年。

產品出現問題時Facebook Technologies採取的措施。如果您的產品出現故障或運行異常，我們將修理或更換該產品，或者更新軟體或服務，以保證本產品的性能大體上與保證功能一致。我們將自行決定問題解決的方法。如果我們決定更換產品，則更換的產品可能是全新產品，也可能是整修品或再製造產品。

如果由我們全權確定上述所列的任何方式均無法合理地糾正缺陷或故障，則我們可能按照您購買本產品時支付的金額向您退款。

您如何獲得服務？首先，您需要向我們報告問題。如果您的產品有問題，請參考以下網頁：[support.oculus.com](http://support.oculus.com)（針對Oculus相關產品）及[portal.facebook.com/support](http://portal.facebook.com/support)（針對所有其他產品）獲取有用的服務和聯繫資訊，通過提交報修表獲取保固服務。

如果您需要將產品寄送我們整修，我們將為您提供預先填寫地址的發貨標籤，您必須使用該發貨標籤將本產品連同購買憑證寄給我方。若我們能夠事先查核您購買了產品，您可能免於提供購買憑證。

您可能需要支付將本產品寄送給我們的費用。您寄送產品，即代表您同意將本產品的所有權轉讓給Facebook Technologies。收到產品後，我們將查明是否存在本保固涵蓋範圍內的缺陷或故障。如果我們發現本保固涵蓋範圍內的缺陷或故障，我們將維修或更換本產品以確保保證功能。我們將會將維修後的本產品或更換產品（如有）發送給您，費用由我方承擔。我們可能不會將原產品退還給您。我們無法確保在不造成程式風險或資料丟失的情況下修復產品，任何更換產品將不會包含原產品中存儲的任何資料。修理後或更換的產品在原保固期的剩餘時間或收到更換或維修產品之日起九十（90）天內（視何者較長）繼續受本保固保護。

如果我們無法事先查核您的購買憑證，而您向我們寄送本產品時未附上有效的購買憑證，我們保留向您寄還產品的權利，費用將由您承擔，並且您必須預先支付該等費用。如果您未預付該等費用，我們會保留產品三十（30）天等待您自取，超過該期限我們將對產品做丟棄處理。

**本保固的排除範圍。**本保固為有限保固，不適用於：（i）正常耗損；（ii）不當使用、意外（例如意外的物理撞擊、與液體、食物或其他污染接觸等）、疏忽、濫用、不當或未經授權修理或其他形式的改裝、篡改或使用不合適的設備、裝置、軟體、服務或其他未經授權的第三方物品引起的損害；（iii）未按照本產品文檔的規定使用；（iv）用於商業用途；（v）用於貿易、商業或專業有關的用途；（vi）已使用或轉售產品；（vii）非從Facebook Technologies或Facebook Technologies授權零售商（包括未經授權的線上拍賣）購買的產品；（viii）非Facebook Technologies產品；（ix）本產品的使用違反產品使用地的任何有效的法律、法規或條例；或（x）本產品保證功能之外的任何軟體或服務的功能或性能參數。

T本保固不包含本產品不會出錯或關於正常執行時間或持續可用性、軟體或線上帳戶的資料安全功能，或者任何軟體、固件或線上網站不會中斷或無錯誤運行的任何具體保證。如果本產品退回時標籤已被移除、受損或遭篡改或有任何改動（包括未經授權移除任何組件或外蓋），則本有限保固即告無效。

資料丟失不屬本保固所涵蓋之範圍；如欲保留您的資料，您應當定期通過電子

或物理方式對資料進行備份。因資料恢復、刪除和安裝導致的損害或費用不在本保固的賠償範圍之內。

在本保固中，Facebook Technologies就不本產品或任何相關軟體或線上服務提供任何默示或法定保證、條件或聲明。

在本有限保固中，對於任何性質的特殊、間接、意外、懲罰性或衍生性損害，包括但不限於利潤或收入損失、資料丟失、本產品或任何相關設備無法使用、任何更換產品或替代設備的成本，或本產品更換或維修期間無法使用，FACEBOOK TECHNOLOGIES概不負責。此外，在任何情況下，對於任何特殊、間接、意外、懲罰性或衍生性損害（縱使FACEBOOK TECHNOLOGIES已被告知存在發生該等損害的可能）或因本保固聲明引起的或與之相關的任何權利主張（無論基於合同、侵權（包括過失）、嚴格產品責任或任何其他訴因或法律或衡平法理論的任何性質的訴訟），FACEBOOK TECHNOLOGIES概不對您負責。

在任何情況下，FACEBOOK TECHNOLOGIES就本保固聲明引起或與之相關的任何權利主張（無論基於合同、侵權（包括過失）、產品絕對責任或任何其他訴因或法律或衡平法理論的任何性質的訴訟）的責任，限於您購買本產品所支付的金額。

部分州和國家不允許排除或限制意外或衍生性損害，因此本保固中的限制或排除條款可能不適用於您。

**本保固的準據法。**本保固準據法為美國加利福尼亞州法律。針對某些類型的爭議，有些國家可能不予適用加利福尼亞州法律。若您居住在上述任一國家，您所在國的法律將作為本保固相關爭議適用的準據法。

**問題？**如果您有任何疑問或希望啟動售後服務流程，請參考以下網頁：[support.oculus.com](http://support.oculus.com)（有關Oculus產品之疑問）及[portal.facebook.com/support](http://portal.facebook.com/support)（有關所有其他產品之疑問）。

## 美国开发

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## 中国组装



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