

# Bigscreen Beyond Audio Strap. Safety, Maintenance, Regulatory, and Warranty Agreement Information

EN

# BIGSCREEN BEYOND AUDIO STRAP™

## SAFETY, MAINTENANCE, REGULATORY, & WARRANTY AGREEMENT INFORMATION

### I. PRODUCT DESCRIPTION

The Bigscreen Beyond Audio Strap is a high-quality, rigid strap designed to enhance the virtual reality experience when used with the Bigscreen Beyond Virtual Reality Headset. It features built-in headphones for immersive audio and an adjustable mechanism to fit a wide range of head sizes comfortably. This manual provides safety, maintenance, regulatory, and warranty information for the Audio Strap.

For full usage of the Audio Strap with the headset, make sure to read through the headset safety guide available at [bigscreenvr.com/mybeyond](https://bigscreenvr.com/mybeyond). This guide provides essential safety, setup, and usage information for the Bigscreen Beyond Virtual Reality Headset, ensuring a safe and immersive VR experience.

#### **Additional information.**

Within this manual, refer to "Safety Notes" for information regarding safe use and use limitations, "Components" for a list of the components, "Regulatory Information" for governmental requirements, and "Summary of Limited Warranty & Agreement" for a summary of your warranty coverage from Bigscreen Beyond Audio Strap.

For usage, and troubleshooting information. Please read this entire document and Setup Guide and review the online information before using the Hardware.

### II. SAFETY NOTES

- **Age Limitation:** The Audio Strap is intended for users aged 13 and above.
- **Fit and Comfort:** Adjust the Audio Strap to fit your head securely without being too tight. Ensure the built-in headphones are positioned directly over your ears for optimal audio quality and comfort.
- **Hearing Safety:** To prevent hearing damage, avoid setting the volume too high. It's essential to still be able to hear sounds from your environment to remain aware of your surroundings.
- **Skin Sensitivity:** Similar to the VR headset, if you have sensitivities or allergies to certain materials, monitor your skin's reaction to the Audio Strap. Adjust its positioning or take breaks if discomfort or irritation occurs.

### LIMITATIONS ON USE OF THE HARDWARE

Bigscreen designed the Hardware to introduce you, your family, and friends to virtual reality, but there are limitations on its use:

**Children.** The Hardware is intended for adults and teens, not for children under 13. Children may not be able to use the Hardware safely and comfortably. Children may also be unable to follow the rules for safe use outlined in this document. Be sure teens use the Hardware safely and make sure they immediately stop use if they experience any physical or psychological issues.

**Medical Conditions.** If you have a medical or psychological condition that could affect your safe use of the Hardware, consult a healthcare professional prior to use. Consider your health status, balance, and physical capabilities in relation to how you will be using the system. For example, consider:

- whether you will be using the Hardware while seated, standing, or moving around and
- the type and intensity of physical movements you will be doing.
- the kinds of media you'll view, such as intense or scary content.

**Impairments such as Sickness, Fatigue, or Drugs.** Do not use the Hardware if you are sick or fatigued or have been using alcohol or drugs. These conditions increase your risk of nausea, dizziness, discomfort, and loss of balance. Drugs and alcohol may also impact your judgment and reactions to the virtual environment.

**Contagious Conditions.** Avoid sharing the Audio Strap with anyone with a health condition that can be transmitted by contact. Clean contact surfaces regularly.

**Implanted Devices.** Consult your health professional prior to using the Hardware if you have implanted electronic devices (e.g., pacemaker) to confirm that these devices will not be impacted. Do not use the Hardware if your medical device will be affected by the emitted radio waves.

**Route VR Cables.** Careful cable management is crucial. Firstly, thread the headset's cable through the designated routing hole on the Audio Strap. This not only keeps the cable neatly out of the way but also ensures you maintain enough slack for unrestricted head movement, crucial for a seamless VR experience. Secondly, to power the Audio Strap and enable its built-in audio features, you must connect its USB-C cable directly into the USB-C port located on the right side of the headset. This connection is essential for the audio to function correctly. Taking these steps helps in managing cables effectively, reducing the risk of entanglement and ensuring a tidy, hazard-free VR environment.

Having a supervisor present can assist in avoiding tripping or becoming entangled in the Cables.

**Adjustments.** The Bigscreen Beyond Audio Strap is designed for customizable comfort and superior audio experience. When adjusting the strap, keep these safety guidelines in mind:

Arm Adjustments:

- Use the large knob on the back of the strap to adjust its tightness. Rotate gently to achieve a comfortable fit that keeps the headset secure without applying excessive pressure on your face.
- *Safety Warning: Avoid over-tightening to prevent discomfort or potential damage to the strap.*

### Speaker Arms Adjustments:

- The speaker arms are adjustable to ensure the speakers align correctly with your ears for optimal audio experience. Adjust these arms carefully to match your ear positioning.
- To adjust the closeness of the speakers to your ears, rotate the adjustment button on the speaker arms.
- *Safety Warning: Do not over-tighten the speaker arms to maintain comfort and prevent damage to the speakers.*

For the best VR experience, it's crucial to adjust the Audio Strap to fit securely yet comfortably. Always adjust with care to avoid undue strain or damage to the strap and ensure long-lasting use.

**Hearing Safety.** Adjust the volume of the Headset's audio so that you can maintain awareness of your surroundings. If the sound is too loud and prevents you from hearing people speaking nearby, it is likely loud enough to pose a risk of hearing damage.

**Skin Sensitivity.** The Audio Strap is made of materials commonly used in wearable consumer electronic devices. However, some individuals may experience skin irritation due to allergies or sensitivities when in prolonged contact with certain materials. To minimize the risk of skin irritation, consider the following:

- If the Audio Strap gets wet, wipe it dry with a cloth.
- Avoid applying lotions or other products to the skin that comes into contact with the Audio Strap.

- Refrain from wearing the Audio Strap over injured skin.
- Adjust the Audio Strap only until it is comfortably snug, avoiding excessive tightening.
- Take breaks from using the Audio Strap and remove it during these breaks to allow your skin to breathe.
- If you notice redness, itchiness, swelling, or any other signs of skin irritation, discontinue use of the system. If symptoms are severe or persistent, consult a healthcare professional.

### III. CARE, CLEANING, AND MAINTENANCE

Keep the Audio Strap dry and handle with care. Avoid exposing the Audio Strap to liquids.

- **Cleaning:** Use a dry, microfiber cloth to clean the Audio Strap. Avoid using chemical cleaners as they may damage the built-in headphones or material of the strap.
- **Storage:** Store the Audio Strap in a dry, cool place away from direct sunlight to prevent damage to its components and materials.
- **Inspection:** Regularly inspect the Audio Strap for signs of wear and tear, especially the cables and connection points. If damage is found, cease use immediately to avoid potential safety hazards or damage to the Audio Strap.

## **Maintain suitable environmental conditions.**


- **Humidity:** If the Hardware is operated in an area with high humidity, moisture may accumulate in the Audio Strap, leading to improper operation. If this occurs, discontinue using the Audio Strap until the moisture evaporates.
- **Extreme Temperatures:** Avoid using the Hardware outside the recommended operating temperature range of 10 °C and 35 °C (50 °F and 95 °F)..

***WARNING!*** Attempting to repair, open, or service any part of the Audio Strap may pose electrical or other hazards. Sensitive electronic components may be permanently damaged. Do not use any component or if damaged. Contact Bigscreen Support at [support@bigscreenvr.com](mailto:support@bigscreenvr.com) if there is a problem.

## **IV. COMPONENTS**

- Bigscreen Beyond Audio Strap
- Replacement Cable Holder

## EUROPEAN ECONOMIC AREA

 This device bears the CE mark in accordance with Directive 2014/53/EU. Hereby, Bigscreen Inc. declares that this Bigscreen Beyond VR Headset is in compliance with the essential requirements and other relevant provisions of Directive 2014/53/EU and may be operated in all European Economic Area (EEA) countries. Frequency band of operation 2402 to 2480 MHz. | Maximum transmit power less than 3.42 dBm EIRP

## EU Representative

Bigscreen, Inc. Holmersweg 44, 7241 ME Lochem

## PROPER HANDLING OF WASTE ELECTRONIC EQUIPMENT



This symbol on the product(s) and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste. This symbol is only valid in the European Union. For proper treatment, recovery, and recycling, please take this product(s) to designated collection points where it will be accepted free of charge.

## LEGAL NOTICES

### Software License

The Bigscreen Beyond VR Headset requires the use of the Steam Client software (<http://store.steampowered.com/about>) and SteamVR ([steamvr.steampowered.com](http://steamvr.steampowered.com)). Use of the software is subject to the Steam Subscriber Agreement: [http://store.steampowered.com/subscriber\\_agreement](http://store.steampowered.com/subscriber_agreement). Please note that the Steam Client software is a third-party software not developed by Bigscreen Inc., and all rights belong to Valve.

### Internet Connection

An internet connection is required to access and use the Bigscreen Beyond with the Steam Client software. You are responsible for any Internet service fees.

### Copyrights and Trademarks.

© 2023 Bigscreen Inc. Bigscreen and the Bigscreen logo are trademarks of Bigscreen Inc. Steam, the Steam logo, and SteamVR are trademarks of Valve Corporation.

# SUMMARY OF LIMITED WARRANTY & AGREEMENT

(BINDING ARBITRATION AND CLASS ACTION WAIVER)

**Notice.** IF YOU ARE A CONSUMER WITH RESIDENCE IN AN EU MEMBER COUNTRY, THE PROVINCE OF QUEBEC (CANADA), AUSTRALIA, OR NEW ZEALAND, THE LIMITED WARRANTY DOES NOT APPLY TO YOU; INSTEAD, YOU ARE ENTITLED TO THE STATUTORY WARRANTIES PROVIDED BY YOUR HOME JURISDICTION.

**Summary of Limited Warranty.** Bigscreen, Inc. warrants your Bigscreen Beyond Virtual Reality headset to be free from defects in materials and workmanship under ordinary consumer use for one (1) year from the date of original purchase. The warranty excludes normal wear and tear and damage caused by improper cleaning, accidents, or abuse. Other exclusions apply. IF YOUR LOCAL LAW PROVIDES YOU WITH ANY IMPLIED WARRANTY, INCLUDING OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ITS DURATION IS LIMITED TO ONE (1) YEAR. SOME STATES, PROVINCES, OR COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

If the product does not function properly due to a defect in materials or workmanship, Bigscreen will, at its option, repair it, replace it with a new or refurbished product or components, or refund your purchase price. This is your sole remedy. Read the Limited Warranty & Agreement at [bigscreenvr.com/warranty](https://bigscreenvr.com/warranty). By purchasing, receiving, or using the product, you agree to its terms. To obtain warranty service, visit [bigscreenvr.com/support](https://bigscreenvr.com/support).

**Notice.** IF YOU ARE A CONSUMER WITH RESIDENCE IN AN EU MEMBER COUNTRY OR THE PROVINCE OF QUEBEC (CANADA), THE BINDING ARBITRATION AGREEMENT AND CLASS ACTION WAIVER DOES NOT APPLY TO YOU.

**Summary of Arbitration/Class Action Waiver.** The Limited Warranty & Agreement contains a BINDING ARBITRATION AGREEMENT AND CLASS ACTION WAIVER. It applies if you reside in the United States or another country unless your country's laws render it unenforceable. IT IMPACTS YOUR RIGHTS REGARDING DISPUTE RESOLUTION ARISING OUT OF OR RELATING TO YOUR RELATIONSHIP WITH BIGSCREEN, THE LIMITED WARRANTY & AGREEMENT, THE PRODUCT, ITS PRICE, THE PURCHASE TRANSACTION, OR ANYTHING ELSE RELATED TO THE PRODUCT. Please read it at [bigscreenvr.com/warranty](https://bigscreenvr.com/warranty).



Any dispute not resolved through informal negotiation or in small claims court will be resolved ONLY THROUGH INDIVIDUAL BINDING ARBITRATION under the U.S. Federal Arbitration Act, before a neutral arbitrator whose decision will be final. YOU AND BIGSCREEN ARE WAIVING THE RIGHT TO SUE IN COURT, TO HAVE A TRIAL BEFORE A JUDGE OR JURY, AND TO PARTICIPATE IN A CLASS OR REPRESENTATIVE ACTION, PRIVATE ATTORNEY GENERAL ACTION, WHISTLEBLOWER ACTION, OR CLASS, COLLECTIVE, OR REPRESENTATIVE ARBITRATION.

No action or arbitration may be combined with any other without the consent of all parties. The American Arbitration Association will conduct the arbitration under its Consumer or Commercial Arbitration Rules at [www.adr.org](http://www.adr.org). Outside the U.S., Bigscreen will select a neutral arbitration provider that utilizes these or similar rules. The Limited Warranty & Agreement contains the remaining arbitration terms, as well as instructions and forms for notifying Bigscreen of a dispute or initiating arbitration.

### **REACH SVHC Disclosure**

The Registration, Evaluation, Authorization and Restriction of Chemicals Regulation EC 1907/2006 (REACH), is a European regulation on chemicals and their safe use. With the publication of candidate lists for authorization, the European Chemicals Agency identifies sets of substances of very high concern (SVHC) that manufacturers must disclose to customers if used in articles in their products above 0.1% by weight.

Based on the current version of the candidate list for authorization, Bigscreen, Inc. products contain the following SVHCs above the disclosure threshold: Diphenyl (2,4,6-trimethylbenzoyl) phosphine oxide (CAS No. 75980-60-8).

The SVHCs used in these products do not pose a safety risk to customers under normal use conditions. As of June 2023, products containing SVHCs above the disclosure threshold of 0.1% by weight in articles are submitted to ECHA's SCIP database. Information about products that contain a REACH Candidate List substance > 0.1% in any article is publicly available on the SCIP database at <https://echa.europa.eu/scip>.