

Bigscreen Beyond. Safety, Maintenance, Regulatory, and Warranty Agreement Information

BIGSCREEN BEYOND™ VIRTUAL REALITY HEADSET

SAFETY, MAINTENANCE, REGULATORY, & WARRANTY AGREEMENT INFORMATION

I. PRODUCT DESCRIPTION

The Bigscreen Beyond Virtual Reality Headset ("VR Headset" or "Hardware"), when used with your own virtual reality ("VR") ready personal computer, contains the hardware you need to experience virtual reality. Your VR Headset and associated components make up the complete kit. A complete list of components is found later in this manual. This manual applies to the VR Headset and its components. The word "Headset" is used throughout to highlight information that applies to the specific component. If a specific component is not mentioned, the information applies to the Hardware generally.

Steam. In order to play video games or other experiences on Valve's online gaming platform, Steam, you are required to create a Steam account; there is no charge to join Steam. Steam is limited to individuals who are 13 years or older. Please note that Steam is not owned by Bigscreen and is copyrighted by its rightful owners.

Additional information.

Within this manual, refer to "Safety Notes" for information regarding safe use and use limitations, "VR Set 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. You will find additional instructions in the Setup Guide included in your VR Kit. Online, refer

to bigscreenvr.com/mybeyond for set up, usage, and troubleshooting information. Please read this entire document and Setup Guide and review the online information before using the Hardware.

II. SAFETY NOTES

Follow these instructions for the safe set up, use, and care of the Hardware to reduce the risk of injury or death. Additionally, read the user documentation provided by third-party component manufacturers or game and software developers relating to their products. If you allow anyone else to use the Hardware, make sure they know all the safety information relevant to its use. Keep this document for future reference.

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 (such as dizziness or nausea) or psychological (such as extreme fright) issues.

Fit of Headset.

The Bigscreen Beyond Headset can be adjusted to fit a variety of sizes. It has an adjustable head strap. Use the instructions online (bigscreenvr.com/mybeyond) for instructions on proper fit. If you cannot adjust it to fit comfortably and securely, do not use it.

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 Headset with anyone with a health condition that can be transmitted by contact. Clean contact surfaces regularly.

Medical Device Interference and Radio Frequency. The Headset contains radio-emitting technology that may interfere with the normal operation of nearby electronic devices. It uses 2.4GHz ISM band radios with GFSK modulation and custom low-latency protocol. While it has been tested for non-interference with common devices, do not operate it around critical electronic equipment (e.g., in hospitals).

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.

PLAN A SAFE PLAY AREA

The Headset blocks your view and audio can drown out sounds around you, so you'll need to create a safe play area to avoid injuring yourself or others. See the information at bigscreenvr.com/mybeyond for additional instructions regarding set up of your play area.

- Clear the area of objects. For room scale VR, you'll need an open space at least 2m x 1.5m (6.5ft x 5ft). For standing or seated use, you need enough room that your outstretched arms, including Controllers, do not touch objects around you including anything above you such as the ceiling, fans or lights.
- Check the area for things that could make you trip or slip.

- Be sure there is nothing dangerous (for example, sharp objects, balconies, stairs or other places you could fall) next to the play area, in case you accidentally leave the area during use.
- Take precautions to keep pets and children away.

Note: For Base Station and Controller setup, please follow the Valve Safety and Installation Guide for instructions.

PREPARE TO PLAY

Plan for potential falls. When setting up the play area and deciding whether, what, and how to play, it is important to anticipate the possibility of falls. Individuals who may be more susceptible to falling or injury from falls should consider participating in seated VR experiences. For new users, the likelihood of falling may be higher, so having a spotter can be particularly helpful. Depending on the VR experience, there are various situations in which players might react in ways that could lead to falls. For example:

- Players may try to lean against or sit on virtual objects, such as a virtual window sill or chair.
- Players may react quickly and make sudden movements in response to virtual stimuli.
- Players may experience disorientation when the virtual floor does not align with the real floor.
- With the Headset obstructing your view and Controllers in your hands, regaining balance in the event of a fall may be more challenging, potentially leading to awkward falls.

Remember to prioritize safety and take precautions to minimize the risk of falling during VR play.

Have a Supervisor. It is beneficial to have a responsible individual in the room to oversee your gameplay. This person can assist in guiding you if you approach the boundaries of the play area or encounter any cord entanglements, as well as prevent others from entering the play area. The supervisor should be aware that the player's movements may be unpredictable and maintain a safe distance, except when providing necessary assistance. The supervisor should verbally notify the player when they are approaching potential hazards.

Route VR Cables. The Headset cable and Link Box cables (referred to as "Cables") are connected and should be positioned without obstructions, running from the Headset to your PC. Avoid looping the Cables around objects or routing them through walls. The Headset cable will detach from the Link Box if subjected to significant force. This precaution helps reduce the risk of falls caused by the Cables pulling on the Headset or becoming entangled with your body. Additionally, it helps prevent your PC from being pulled, although it is still advisable to position your PC in a secure location where it cannot fall if tugged. Do not tape the Cables together or take measures to prevent their separation.

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

DISCOMFORT AND HEALTH EFFECTS

VR Discomfort. You may experience discomfort when using virtual reality, especially as you begin using it. This may include temporary feelings of nausea, motion sickness, dizziness, disorientation, headache, fatigue, eye strain, or dry eyes.

Adjusting to VR. Start slowly and learn how the system reacts as you move around, and how you react to virtual reality. Keep your first few sessions brief and take breaks.

Certain circumstances can increase the likelihood of experiencing discomfort in VR. For instance:

- Having a history of motion sickness, fear of heights, or underlying health conditions such as inner ear disorders or migraine headaches.
- Incorrect orientation of the Headset on your head.
- Engaging with certain types of content, particularly games or movies that induce a sense of motion or height, or interactions involving tracking moving objects.
- Prolonged use of virtual reality without taking breaks.
- Being a new user: Symptoms generally decrease as your visual system adapts.

Take breaks periodically. The timing and length of breaks may depend on how you as an individual react to virtual reality and what you are doing within the system.

If you experience any discomfort, stop and rest until you feel better. Sitting still in a well-lit environment can help speed recovery from disorientation. If you feel disoriented or otherwise impaired, avoid activities that rely on balance, coordination, or other potentially diminished capabilities until you recover. Note the type of content you were viewing and other aspects of the situation, so you can adjust or ease into the situation next time. If symptoms are severe or persist, consult a qualified health professional.

Musculoskeletal discomfort may arise during prolonged or repetitive use of the Hardware, leading to occasional discomfort in your hands, arms, shoulders, neck, or other areas of your body. Take periodic breaks and rest if you feel tired, sore, or experience any discomfort such as pain, tingling, numbness, or stiffness. If you encounter persistent or recurring discomfort, consult a qualified healthcare professional.

Photosensitive Reactions. While extremely rare, a very small percentage of individuals may experience a reaction, such as a seizure, when exposed to specific visual images, including flashing lights or patterns that may be displayed on the Headset. Even individuals with no prior history of seizures or epilepsy may have an undiagnosed condition that can trigger these photosensitive reactions. Children and teenagers are more susceptible than adults to such reactions.

Symptoms may include involuntary muscle movements (such as eye or facial twitching, or jerking of the arms or legs), lightheadedness, changes in vision,

disorientation, confusion, or momentary loss of awareness. Seizures can also result in loss of consciousness or convulsions, potentially leading to injuries from falls or contact with nearby objects.

If you experience any of these symptoms, immediately cease using the Hardware and consult a healthcare professional. Parents should be vigilant and inquire about these symptoms if their children are using the Hardware. The risk of photosensitive reactions can be reduced by avoiding use of the Hardware when feeling fatigued. If you or any of your family members have a history of seizures or epilepsy, it is advisable to consult a healthcare professional before using the Hardware.

Hearing Safety. The Headset has an additional Audio Strap (sold separately). 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 Headset 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 Headset gets wet, wipe it dry with a cloth.
- Avoid applying lotions or other products to the skin that comes into contact with the Headset.

- Refrain from wearing the Headset over injured skin.
- Adjust the Headset strap only until it is comfortably snug, avoiding excessive tightening.
- Take breaks from using the Headset 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 Hardware dry and handle with care. Avoid exposing the Hardware to liquids. Do not use liquids, alcohol (IPA), lens cleaners, or chemical cleaners to clean as it may damage the Headset, optics, or Prescription Lens Inserts.

Do not clean Prescription Lens Inserts while on the Headset to avoid damaging the Headset optics. Remove the Lens Insert from the Headset before cleaning either the lens insert or the headset's optics.

WARNING! Liquids coming into contact with the power supplies can create a shock hazard. If you need to clean the Headset or Link Box, ensure they are unplugged first. Use a dry microfiber cloth for cleaning.

Maintain suitable environmental conditions.

- **Humidity:** If the Hardware is operated in an area with high humidity, moisture may accumulate in the headset, leading to improper operation. If this occurs, discontinue using the headset 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).
- **Sunlight: *WARNING!*** Direct sunlight focused through the Headset lenses can pose a fire risk and permanently damage the Headset's displays and optics. Do not expose the Headset to direct sunlight.

WARNING! Attempting to repair, open, or service any part of the Hardware may pose electrical or other hazards. Sensitive electronic components may be permanently damaged. Do not use any component or cable if damaged. Contact Bigscreen Support at support@bigscreenvr.com if there is a problem.

IV. COMPONENTS

- Bigscreen Beyond Headset
- Custom Face Cushion
- Soft Strap
- Link Box (2 USB3.0 A, 1 DisplayPort 1.4)
- Fiber Optic Cable (5 meters)
- Cleaning Cloth

REGULATORY INFORMATION

FEDERAL COMMUNICATION COMMISSION AND INDUSTRY CANADA (IC)

Bigscreen Beyond Headset FCC ID: 2BCCB-BS1 / IC ID: 00000 -0000

COMPLIANCE STATEMENT

This equipment is tested to comply with FCC (Federal Communication Commission) Standards. For home and office use. Not intended for use in machinery, medical, or industrial applications. This device is for use with NRTL- listed (UL, CSA, ETL etc.) and/or IEC/EN 60950 compliant (CE marked) IT equipment. No serviceable parts included.

This device complies with Part 15 of the FCC Rules. This device complies with Industry Canada license-exempt RSS standard(s). 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.


The equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of 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. If not installed and used in accordance with the instructions, it 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 and correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna and increase the distance between the equipment and the receiver.
2. Connect the equipment to outlet on a circuit different from that to which the receiver is connected.
3. Consult an experienced radio/TV technician for help.

CAUTION: The FCC requires that you be notified that any changes or modifications to the Hardware not expressly approved by the manufacturer could void the user's authority to operate the equipment.

EUROPEAN ECONOMIC AREA

The full declaration of conformity can be found at: <https://bigscreenvr.com/compliance>

 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.

Model 1004: Operating frequencies: 2402-2483.5MHz, max EIRP: 6.24 dBm.

Model 1005: Operating frequencies: 2400-2483.5MHz, max EIRP: 5.80 dBm

Model 1006: Operating frequencies: 2400-2483.5MHz, max EIRP: 7.42 dBm

Model 1007: Operating frequencies: 2402-2483.5MHz, max EIRP: 9.64 dBm

EU Representative

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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). Use of the software is subject to the Steam 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. By purchasing, receiving, or using the product, you agree to its terms. To obtain warranty service, visit 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.

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. 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>.