

Product Description

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

The system includes a Rift Headset, two (2) Oculus Sensors, and a pair of Oculus Touch controllers. The Headset and Sensors are connected to a workstation (PC unit) via USB and headset cables.

Oculus Touch is a device specially designed and engineered for your hands to be transplanted into the virtual environment, when using the Rift. Bring your hands into VR with Oculus Touch. The sense of hand presence this pair of tracked controllers provides makes it feel like your virtual hands are actually your own.

With Oculus Touch, constellation tracking allows you to manipulate objects in your virtual environment with extraordinary precision and intuitive, ease of use.

For a full Product Description, Requirements, and Warranty, please visit www.oculus.com.

What's in the Box?

<p>Rift Headset (Model #: HM-A)</p> 	<p>Oculus Touch (Model #: TO-L (Left) and TO-R (Right))</p> 	<p>Oculus Sensors (2x Model #: 3P-A)</p> 
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NOTE: Please visit www.oculus.com/setup for Set-Up Instructions, Best Practices, and Troubleshooting.

Product Care and Maintenance

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

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

- Do not leave the Rift headset in direct sunlight. Exposure to direct sunlight can damage the optics and displays.
- Do not shine a laser or external light source through the lenses as it may damage the displays.
- Ensure the battery tray cover is in good working condition and locks in place.
- As with any electronic devices, 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: 0-40°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing)
- Non-Operating (Storage): -30-65°C / -22-149°F, 85%RH

To clean the Touch controllers, only use non-abrasive anti-bacterial wipes and wipe gently.

Product Electrical Specifications

Component	Rating	Frequency	Peak Output Power
Headset	5VDC, 750mA	2.404-2.478 GHz	1.81 mW
Sensor	5VDC, 250mA		
Touch	5VDC	2.404-2.478 GHz	2.94mW (EIRP)
Battery (Touch)	1.5VDC (2 – AA Alkaline, 1 for each device)	Not Applicable	Not Applicable

Health and Safety

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

WARNING

HEALTH & SAFETY WARNINGS: TO REDUCE THE RISK OF PERSONAL INJURY, DISCOMFORT OR PROPERTY DAMAGE, PLEASE ENSURE THAT ALL USERS OF THE HEADSET READ THE WARNINGS BELOW CAREFULLY BEFORE USING THE HEADSET AND TOUCH CONTROLLERS.

WARNING

Before Using the Headset and Touch controllers

- Read and follow all setup and operating instructions provided with the headset and Touch controllers.
- Review the hardware and software recommendations for use of the headset and Touch controllers. Risk of discomfort may increase if recommended hardware and software are not used.
- Your headset, Touch controllers and software are not designed for use with any unauthorized device, accessory and/or software. Use of an unauthorized device, accessory and/or software may result in injury to you or others, may cause performance issues or damage to your system and related services.
- To reduce the risk of discomfort, adjust the inter-pupillary distance (IPD) for each user before use of the headset, and check the settings before resuming use after a break, to avoid any unintended changes to settings.

- 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.
- A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are: Tired; need sleep; under the influence of alcohol or drugs; hung-over; have digestive problems; under emotional stress or anxiety; or when suffering from cold, flu, headaches, migraines, or earaches, as this can increase your susceptibility to adverse symptoms.
- We recommend seeing a doctor before using the headset if you are pregnant, elderly, have pre-existing binocular vision abnormalities or psychiatric disorders, or suffer from a heart condition or other serious medical condition.

⚠ WARNING Seizures

Some people (about 1 in 4000) may have severe dizziness, seizures, eye or muscle twitching or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people. 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 should see a doctor before using the headset.

⚠ WARNING Children

This product should not be used by children under the age of 13, as the headset is not sized for children and improper sizing can lead to discomfort or health effects, and younger children are in a critical period in visual development. Adults should make sure children (age 13 and older) use the headset in accordance with these health and safety warnings including making sure the

headset is used as described in the Before Using the Headset section and the Safe Environment section. Adults should monitor children (age 13 and older) who are using or have used the headset for any of the symptoms described in these health and safety warnings (including those described under the Discomfort and Repetitive Stress Injury sections), and should limit the time children spend using the headset and ensure they take breaks during use. Prolonged use should be avoided, as this could negatively impact hand-eye coordination, balance, and multi-tasking ability. Adults should monitor children closely during and after use of the headset for any decrease in these abilities.

⚠ WARNING General Precautions

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

- **Use Only In A Safe Environment:** The headset produces an immersive virtual reality experience that distracts you from and completely blocks your view of your actual surroundings.
- ▶ **Always be aware of your surroundings before beginning use and while using the headset with Touch. Use caution to avoid injury.**
- ▶ Use of the headset with Touch may cause loss of balance.
 - ▶ 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.
 - ▶ **Remain seated unless your game or content experience requires standing.**
 - ▶ Serious injuries can occur from tripping, running into or striking walls, furniture or other objects, so clear an area for safe use before using the headset and Touch.



DO



DON'T

- ▶ Take special care to ensure that you are not near other people, objects, stairs, balconies, open doorways, windows, furniture, open flames, ceiling fans or light fixtures, televisions or monitors, or other items that you may impact when using—or immediately after using—the headset and Touch.
- ▶ While using the headset with Touch, you may extend your arms fully out to the side or over your head, so make sure all of those areas are clear.
- ▶ **Be sure the area overhead is clear of potential hazards like light fixtures and ceiling fans.**
- ▶ Remove any tripping hazards from the area before using the headset.
- ▶ Remember that while using the headset and Touch you may be unaware that people and pets may enter your immediate area.
- ▶ Do not handle sharp or otherwise dangerous objects while using the headset.
- ▶ Never wear the headset in situations that require attention, such as walking, bicycling, or driving.
- **Guardian System:** The headset with Touch contains a boundary system, 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.
 - ▶ 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.
 - ▶ Guardian only assists if you enable it and properly define your play area. Before using the headset each time, confirm that Guardian is enabled and the play area is properly defined.

- ▶ The Guardian system is only a guide, and may not always show you the exact boundaries of your play area. You are still responsible for using the Rift in a safe manner and environment as described in this Guide.
- ▶ 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.
- ▶ 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.
- ▶ 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 in your play area.
- ▶ Guardian requires recalibration if the sensors are moved, even accidentally. This is to ensure that the correct play area is defined. Follow all on screen notifications for redefining the boundaries of your play area.
- ▶ 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.
- ▶ Make sure the headset is secured comfortably on your head, and that you see a single, clear image.
- ▶ Always use included wrist straps with the Touch to secure the controller to your wrist during use.
- ▶ Make sure the headset and sensor cables are not choking or tripping hazards.
- ▶ Ease into the use of the headset to allow your body to adjust; use for only a few minutes at a time at first, and only increase the amount of time using the headset gradually as you grow accustomed to virtual reality. Oculus provides comfort ratings for some content, and you should review the

comfort rating for your content before purchasing content and before use. (For more details on comfort ratings and how they can assist in providing a comfortable experience, go to <https://support.oculus.com/help/oculus/918058048293446/>.) If you are new to virtual reality, start with content rated Comfortable, before trying Moderate, Intense or Unrated content. 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.

- ▶ Take at least a 10 to 15 minute break every 30 minutes, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best for you.
- ▶ Listening to sound at high volumes can cause irreparable damage to your hearing. Background noise, as well as continued exposure to high volume levels, can make sounds seem quieter than they actually are. Due to the immersive nature of the virtual reality experience, do not use the headset with the sound at a high volume so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.

⚠ WARNING Discomfort

- **Immediately discontinue using the headset if any of the following symptoms are experienced: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or other visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; panic or anxiety attack; 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.
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- Do not use the headset or Touch until all symptoms have completely subsided for several hours. Make sure you have properly configured the headset before resuming use.
 - Be mindful of the type of content that you were using prior to the onset of any symptoms because you may be more prone to symptoms based upon the content being used. 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 Repetitive Stress Injury

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

⚠ WARNING Interference with Medical Devices

The Headset, Touch Sensor, and Remote contain magnets or components that emit radio waves, which could affect the operation of nearby electronics, including cardiac pacemakers,

hearing aids and defibrillators. If you have a pacemaker or other implanted medical device, do not use these devices without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between these devices and your medical devices, and stop using these devices if you observe a persistent interference with your medical device.

▲ WARNING Batteries

Touch controllers use AA Alkaline batteries (1 for each device). The simple input device (remote) supplied with your headset contains a coin/button cell battery. A third-party controller you may have received with your headset may also contain batteries.

- **CHOKING HAZARD.** The Touch controllers, simple input device (remote) and third-party controllers are not toys. They contain batteries, which are small parts. Keep away from children under 3.
- **DO NOT INGEST ANY 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. Keep batteries out of reach of children.
- 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 (202) 625-3333.
- If the battery compartment does not close securely, stop using the product and keep it away from children.
- **Risk of fire.** Batteries can explode or leak if installed backwards, disassembled, overcharged, punctured, crushed, mixed with used or other battery types, or directly exposed to fire or high temperature. Do not recharge disposable batteries. Replace all batteries in a single device at the same time.
- Keep in original package until ready to use. Properly dispose of used batteries promptly.
- Do not allow conductive materials to touch the battery terminals on the devices. Keep batteries dry and avoid water intrusion.

- Do not disassemble, pierce, or attempt to modify batteries.
- Warning required by the State of California: Perchlorate Material - special handling may apply, see www.dtsc.ca.gov/hazardouswaste/perchlorate.
- Refer to www.oculus.com/recycle for proper replacement, and disposal of batteries.

⚠ WARNING Controller

- Your headset may have come with a third-party controller, consult the manufacturer for health and safety warnings for the controller.
- If available, always use wrist straps with controllers to secure the controller to your wrist when in use.
- Reference Microsoft X-Box controller User Manual for proper maintenance and handling.

⚠ WARNING Electrical Shock

To reduce risk of electric shock:

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

⚠ WARNING CA Prop 65

This product may contain chemicals known to the State of California to cause cancer and birth defects or other reproductive harm.

⚠ CAUTION Damaged or Broken Device

- Do not use any of the devices if any part is broken or damaged.
- Do not attempt to repair any part of any of your devices yourself. Repairs should only be made by an 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 should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes and with a dry microfiber cloth for the lenses.

⚠ CAUTION Skin Irritation

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

Regulatory Information

This product has been tested and complies with applicable worldwide regulations, including: IEC 60950-1:2005 (2nd Ed.) + A1:2009 + A2:2013; CAN/CSA-C22.2 No. 60950-1:2007 + A1:2011-12 + A2:2014-10; UL 60950-1:2007 + R:2011-12 + R:2014-10; EN 60950-1:2006 + A11:2009 + A1:2010 + A12:2011 + A2:2013; Supplemented by EN 62471:2006; FCC Part 15; ETSI EN 300 328 V1.9.1 (2015-02); ETSI EN301 489-17V2.2.1 (2012-09); R&TTE Directive 2014/53/EU; EN5502; EN55024; RoHS Directive 2011/65/EU (RoHS 2); REACH Annex CVII/CVII, SCCP POP's Reg850/2004, WEEE, 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.

Limited Consumer Warranty

Who Is This Warranty From? This limited consumer warranty (the "Warranty") is issued by Oculus VR, LLC ("Oculus", "we", or "us").

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

What Does This Warranty Do? This Warranty gives you specific legal rights, and you may also have other rights, 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 (including, without limitation, national laws implementing EC Directive 44/99/EC).

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

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

How Long Does Coverage Last? This limited Warranty continues for 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, the Warranty Period shall be two (2) years.

What Will Oculus Do If There's a Problem With The Product? If your Product is defective or malfunctioning, we will either repair or replace that Product, or update software or services, so that the Product performs substantially according to the Warranted Functionality. The approach taken to resolve any issues will be at our sole choice. If we determine that a product should be replaced, the replacement may be a new or remanufactured Product. If we determine, in our 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 www.oculus.com/support to get helpful service and contact information, and to submit a claim form to obtain warranty service.

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

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

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

What 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, alteration, improper or unauthorized repair or modification, tampering, or use with unsuitable equipment, devices, software, services or other unauthorized third-party item(s); (iii) use not in accordance with the Product documentation; (iv) commercial use; (v) use in connection with a trade, business or profession; (vi) used or resold products; (vii) Products purchased from sources other than Oculus or an Oculus authorized retailer (including non-authorized online auctions), (viii) non-Oculus Products, (ix) use of the Product in violation of any laws, regulations or ordinances in effect where the Product is used; or (x) features or performance parameters pertaining to any software or services beyond the Warranted Functionality of the Product.

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

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

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

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

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

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

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

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

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.

INDUSTRY CANADA (IC) REGULATORY INFORMATION

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

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

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

End-of-Life



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



The crossed out wheeled bin symbol means that the batteries that came with the product, or that you use to operate the product, must not be put into the garbage. Batteries contain harmful substances that can cause harm to human health and to the environment. Please help keep our environment healthy by recycling batteries. For more information on disposal and recycling of batteries, contact your local municipality, disposal service, or visit www.oculus.com/recycle.

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

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