

# User manual

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Immersive Learning system  
for use with Pico G2/G2 4K  
and Oculus Go





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# Welcome to Immersive Learning

Strivr's platform accelerates skill-building from design through implementation, scaling VR-based immersive content, and delivering unique employee performance insights and predictive analytics.

In this manual you'll get an overview of your VR equipment, learn best practices for facilitating training at your company, get a reference for troubleshooting, and learn about the Strivr Portal, where you can view and track training results and analytics.

This manual covers use of the Strivr Immersive Learning system with Pico G2 and 4KS, and Oculus Go headsets. Look for special information that applies specifically to Pico or Oculus headsets throughout the manual.

Find more documentation and find a link to contact support at <https://support.strivr.com>.

# Quick start

Welcome to Immersive Learning with Strivr. Let's look at quick steps to get up and running:

## 1. Unbox your gear

In each headset box, you'll find a VR headset with a controller attached by a tether, plus a charge cable, wall adapter, and batteries. In a separate accessory bag, you'll find a dry lens-cleaning cloth and a bag of wet disinfecting wipes. Take the headset out and peel off the protective lens covers.

## 2. Install controller batteries

Slide the bottom of the controller down to open the battery compartment and insert the batteries.

## 3. Charge your headsets

Charge headsets for about 2 hours, or until the indicator light turns green. If you have a USB hub, plug each headset into a USB port on the hub and plug the hub into a wall adapter. If your system includes a Management Device (MD), see "System setup" on page 14.

## 4. Connect to wi-fi\*

Put the headset on and wake the controller by holding the home button. Hold Trackpad UP + Trigger to open the Wi-Fi screen. On the wi-fi screen, make sure Wi-Fi is set to On. Then select your network, key in the password, and return to training.

### \* NOTES:

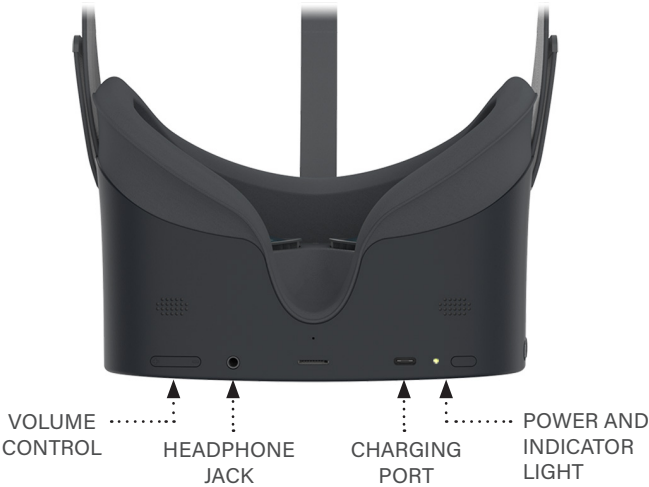
If your company uses a Mobile Device Manager like Workspace ONE, headsets should connect automatically once Wi-Fi is set to On.

Connecting to Wi-Fi is only necessary the first time you use a headset at a new location.

If your company uses Oculus Go headsets, headsets should connect automatically.

If your system includes an MD, headsets connect through the MD and wi-fi setup in the headset is not necessary—see "System setup" on page 14.

# Headset basics



PICO G2/4KS (UNDERSIDE)











OCULUS GO

## Powering on the headset

To turn the headset on, press and hold down the power button located on the top of the headset for about 5 seconds or until the indicator light next to the power button turns blue. To check to see that it is powered on, hold the headset up to your eyes and the screen inside will illuminate. If the power button is accidentally pressed during training, the display will go to sleep. Short press it again to turn the display back on and resume training.

### HEADSET LIGHT INDICATOR MEANINGS

COLOR	STATE	MEANING
 Red	Solid	Low battery (Pico G2/4KS: less than 15%; Oculus Go: less than 20%)
 White	Solid	Screen is on
 White	Blinking	Oculus Go is rebooting
 Orange	Solid	Headset is starting up
PLUGGED IN:		
 Green	Solid	Battery is charging (Pico G2/4KS: above 95%; Oculus Go: above 90%)
 Orange	Solid	Oculus Go is charging (below 90%)
 Yellow	Solid	Pico G2/4KS is charging (below 90%)
 Red	Solid	Low battery (Pico G2/4KS: less than 15%; Oculus Go: less than 20%)

## Charging the headset

Plug the headset into the charge cable whenever it is not in use for training. If you have an Oculus Go headset, ensure that the headset is powered on before plugging it in so that the device can receive updates. From a full charge, the headset will last approximately two hours. You may check the precise battery level percentage in the menu of the headset. When the light on the top of the headset turns red, the battery is low.

## Adjusting the volume

Use the volume button on the headset to adjust the sound level. Pico G2/4KS controllers also include a volume control on the right side of the controller

## Built-in speakers vs. headphones

The headset has built-in speakers. These speakers are good for self-guided training or training in small groups. However, in larger open settings with many people or a lot of external noise, we recommended using over-ear headphones (as opposed to on-ear or earbuds) for comfort, noise cancellation, and sanitation purposes. Plug the headphones into the headphone jack on the headset.

# Controller basics

## Using the controller

- To select menu items and interactive elements, pull the trigger button.
- To recalibrate (re-center) the controller, press and hold the home button for two seconds.
- To pause, use the back button.
- To exit to the menu, use the home button.
- To raise or lower the volume, use the volume control.

## Controller calibration

If the controller is not functioning properly, you can re-pair it with the headset by pressing the Home button. The indicator light will begin blinking. When the light turns off, the controller is paired.

If the position of the in-headset view is not properly centered, hold the home button for 2 seconds and it will be re-centered.

**NOTE:** Back button may not be available in all experiences.



PICO G2/4KS



OCULUS GO



# Product care & maintenance

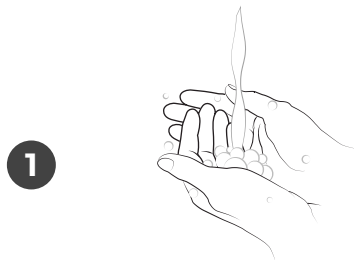
## Changing controller batteries

See Controller Basics. Pico G2/4KS controllers take 2 AAA batteries; Oculus Go controllers take 1 AA battery. After changing controller batteries, you may need to re-sync the controller.

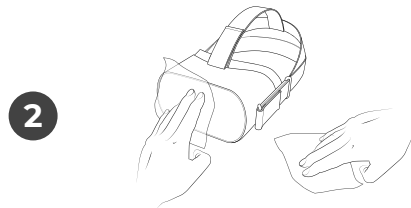
**NOTE:** Be careful not to detach the tether. If you do, open the battery compartment cover and loop it back around the small plastic peg. When you close the battery compartment cover, be sure the tether cord is lined up with the hole at the bottom of the cover, allowing the cover to close properly.

## Equipment hygiene

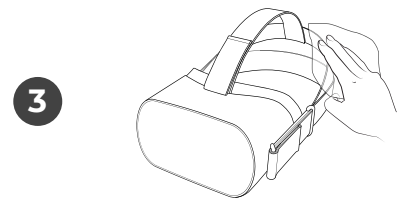
Keep your equipment clean and disinfected with a course of two wet wipes. The steps shown here are the minimum steps Strivr recommends and should be performed between every use of the equipment. Your company works with Strivr to develop its own plan for VR equipment hygiene. Check your internal documentation and always follow manufacturers' instructions.



Before and after cleaning and disinfecting equipment, wash your hands thoroughly with soap for at least 20 seconds.



Use disinfecting wipes on headsets, controllers, and working surfaces (including desks, chairs, etc) and leave to dry for 10 minutes.



Use recommended skin-friendly, non-abrasive wipes on headset contact areas (face pads and straps.)

Use the dry lens micro-fiber cloth included with your system to clean the headset lenses as needed. Don't use liquid or chemical cleansers. Starting from the center of the lens, gently wipe the lens in a circular motion moving outwards.



DRY MICROFIBER CLOTH



## Handling the headset

- To avoid damaging the lenses and display, keep your headset away from direct sunlight.
- Avoid sharp objects near the lenses.
- Be gentle when adjusting your headset and tightening the straps.
- Do not leave the headset in extremely hot locations or near heat sources

## Storage space

To ensure proper cooling:

- Never stack any of the electronic components on top of each other.
- Do not store in or on insulated/fabric areas.
- Do not store in direct sunlight.

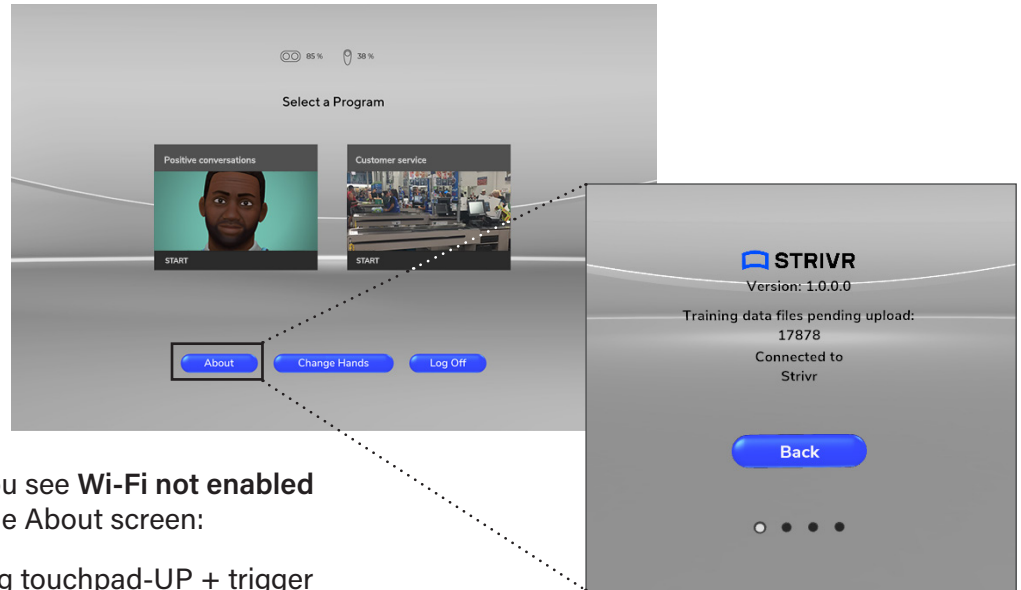
Most Strivr Immersive Learning systems are stored in trays, lockers, or portable carts that have cutouts for storing each headset. If your system came with plastic bins for storage and transportation of the headsets, place each headset-controller pair inside a section of the bin. Leave the Management Device and USB hub outside of the bins in a permanent location.

# Facilitating training

## Headset wi-fi connection

It's important that headsets are connected to the Strivr cloud to transmit training results and to receive content and system updates. For systems with stand-alone headsets (system does not include a management device), check the connection before each training session and at the end of the day. Systems with management devices connect through those.)

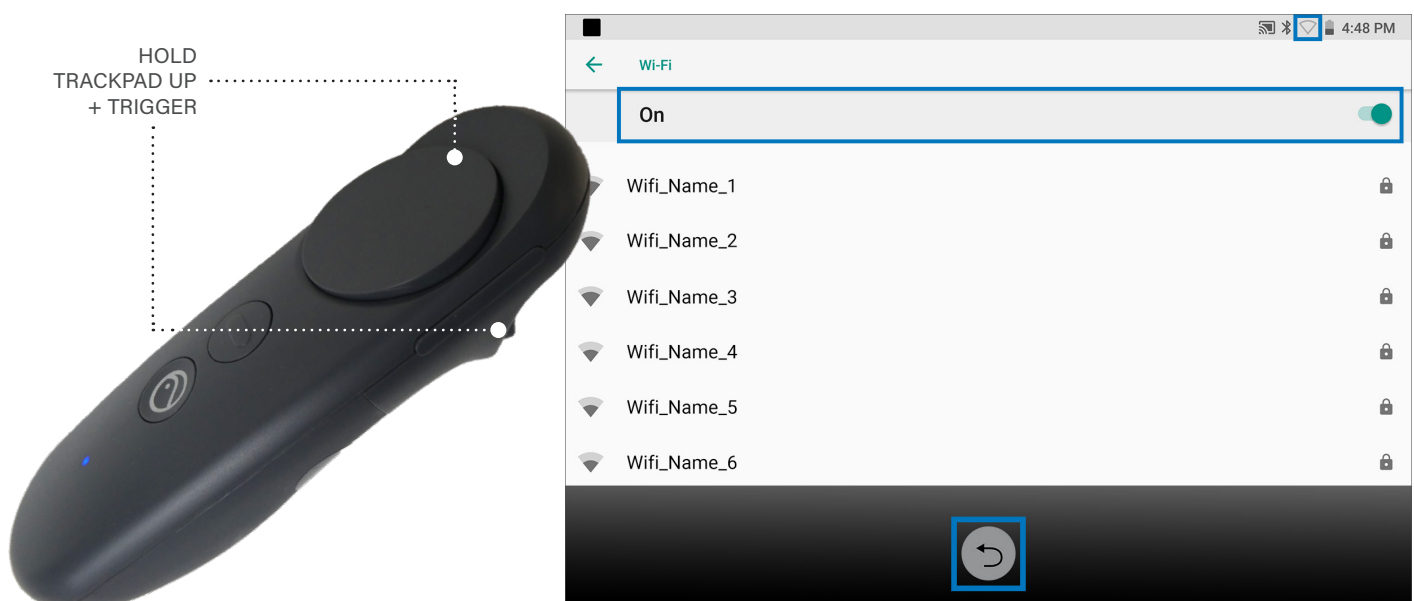
1. Put the headset on and log in.
2. On the program selection screen, select the About button. The status should say Connected to Strivr.



Pico G2/4KS headsets only: If you see **Wi-Fi not enabled** or **Not Connected to Wi-Fi** on the About screen:

1. Open wi-fi settings by holding touchpad-UP + trigger on the controller for 3 seconds.
2. Make sure Wi-Fi is set to On.
3. Select your wi-fi network and key in the password.

**NOTE:** If your company uses a Mobile Device Management (MDM) system, you may not be allowed to select a wi-fi network. Contact your MDM admin for more information.



## Retrieving the headset

When a learner is to begin training,

1. Carefully unplug the headset from its charge cable.
2. Give the learner the headset and controller.
3. Direct the learner to have their Login ID at hand, as they will need it to log into the training session.

## Choosing a training space

- If possible, train in a quiet area with minimal noise and distraction.
- Ensure that foot traffic is low in the area chosen.
- If the experience will be taken seated, have a swivel chair available for the learner to sit and turn in. Taking the experience seated is recommended when a facilitator is not present or the learner feels discomfort.
- If the experience will be taken standing, you may want to have a chair or table nearby for the learner to rest a hand on to ground themselves in the physical space.
- Facilitators may check on learners during training sessions to ensure safe training.

## Putting on and adjusting the headset

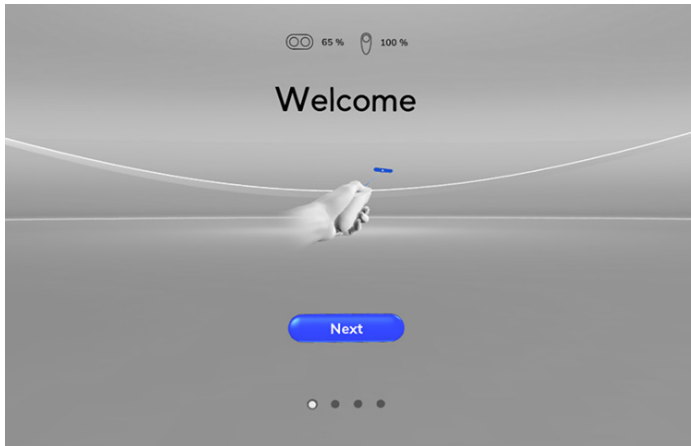
- Make sure the learner is aware of their surroundings before putting on the headset.
- The headset has two side straps and one top rubber strap. Learners should put the headset on like a pair of goggles and adjust the side straps until the headset is comfortable and does not feel like it is falling down. The inner portion of the top strap can be removed if the headset feels too tight.
- Glasses: If the learner wears glasses, they should wear their glasses inside of the headset. Learners should put the headset over their glasses first, before pulling the straps back over their head. In the rare case that the glasses frames are too large to fit inside of the headset, they may remove their glasses.
- Larger hairstyles, headwraps, or other headwear: The headset's straps can accommodate almost any hairstyle or headwrap. First, learners should adjust the side straps to their loosest setting. Then, put the headset display up over their eyes first. The learner can remove the inner portion of the rubber top strap if necessary. The learner may then tighten the side straps such that the headset's display remains secure over their eyes.
- Headphones: If using external headphones, instruct learners to put them around their neck first, then, after putting on and adjusting the headset, lift the headphones over their ears.

## Acclimation screens

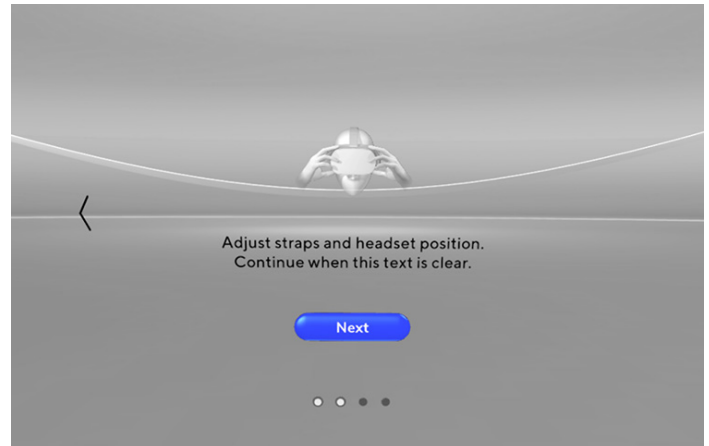
When learners first put on the headset, they see several screens that tell them how to use the controller, choose right or left hand control, adjust the headset, and log in to Strivr training.

**NOTE:** The screens learners see at your company may not match these screens exactly.

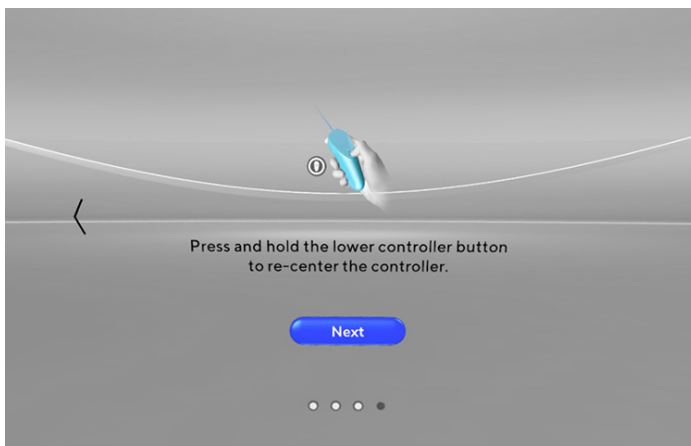
1. WELCOME SCREEN



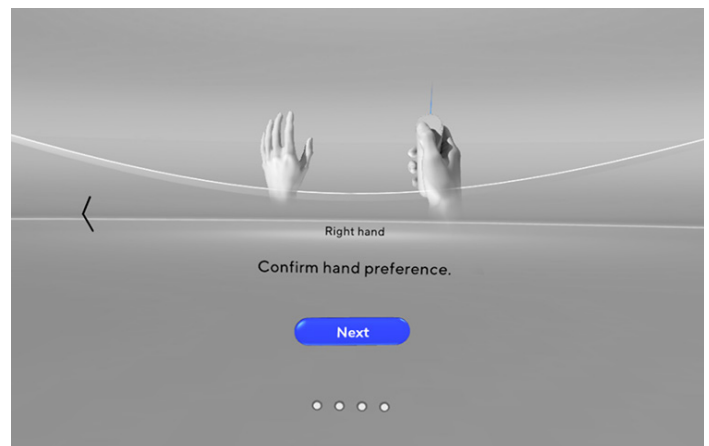
2. HEADSET ADJUSTMENT



3. RE-CENTER HEADSET



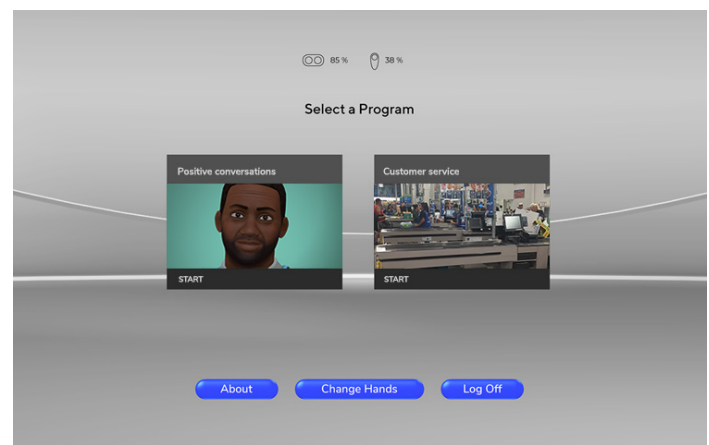
4. CHOOSE HANDEDNESS



5. LOG IN



After they log in, learners see training menus, pick an immersive training experience, and dive in.



## Logging out

- Learners should select Log Off inside the headset before ending their training session and taking off the headset. A complete training session includes three steps: Successful login, successful completion of training, and successful logout.
- Auto Log Out: The headset will automatically log out of the current session and start a new one when it is plugged into the charge cable.

## Returning the headset

When a learner finishes training,

- Clean the headset and controller as specified in “Equipment hygiene” on page 5.
- Plug the headset back into the charge cable.
- For Oculus Go headsets connected to a USB hub and MD, perform a visual check to ensure the headset is powered on and connected (this is not necessary for systems that do not include an MD):
  - After plugging the headset into the hub, the headset should display a green or yellow charging light (or red if the headset is under 20% battery.)
  - Follow the charging cable back to the USB hub and verify the hub port displays a blue light.
- There should be a one-to-one ratio of connected headsets and blue lights on the hub.
- If a connected port does not display a blue light, the headset is not fully connected and is probably turned off (this generally occurs when headsets aren’t immediately plugged in after training and enter a deep sleep mode.) If a headset is not fully connected, it can’t transmit data or receive new content, and learners will not get credit for completed training. Disconnect the headset, hold the headset power button down for 5 seconds or until the blue indicator light illuminates, and then reconnect it. When a headset is powered on, holding the headset up to your eyes causes the screen inside to illuminate.



# The Strivr Portal

If you have access, you can visit the Strivr Portal at <https://portal.strivr.com> to:

- View and analyze training results including usage, score, and more
- Check to see if headsets are properly connected
- View statistics for connection over a given time period
- Deploy, manage, and track training programs on specific headsets.

Learn about the Strivr Portal and request access at [support.strivr.com](https://support.strivr.com).





# FAQ & troubleshooting

## My controller pointer is not showing up or is in the wrong place.

Pico G2/4KS only: If your Pico controller is unresponsive and the battery level is flashing, wake the controller by pressing the home button. When the controller wakes, the battery level should display the true percentage.

Pico G2/4KS and Oculus Go: If you're having trouble using the controller, try one of the following:

- Hold the home button for 2 seconds to recalibrate (re-center) the controller.
- Pull down on the lower half of the controller to access the battery compartment and make sure the batteries are clicked down all the way.
- You may need to re-pair the controller. Make sure the headset is nearby to pair.  
For Pico G2/4KS headsets, press the Home button. When the blinking light on the controller turns off, the controller is paired and you may resume training.  
For Oculus Go headsets, hold the Oculus button and back button until the controller LED blinks and then fully lights up.
- Restart the headset.  
For Pico G2/4KS headsets, hold the power button on the headset for about 5 seconds. The indicator light will flash blue and then turn off. Hold the Power button down again until the blue light turns back on.  
For Oculus Go headsets, hold the power button on the headset for about 10 seconds.
- If the solutions above do not work, try replacing the controller batteries.

## I can't find the training program inside the headset.

- Try plugging the headset into the USB cable for about 15 seconds, then unplug it and resume training. If you still cannot locate the program, please contact Strivr support.
- Try restarting the headset. To do so, hold the power button on the headset (Pico G2/4KS: 15 seconds; Oculus Go: 10 seconds). The indicator light will flash blue and then turn off. Hold the Power button down again until the blue light turns back on.

## The screen inside the headset is black. How do I turn it on?

If you see all black in the headset try one of the following solutions:

- Short press the power button on the of the headset once to wake the headset, then resume.
- Hold the power button on the headset for about 5 seconds, or until the blue indicator light comes on.
- If it is still dark, the battery may be low. Plug the headset into the charge cable for at least 15 minutes to charge and then repeat the steps above.

## The headset is not charging when it's plugged in.

- Plug the headset in to charge and note the indicator light color. If the light is green, yellow, or orange, the headset is currently charging. If the light shows red, the battery is very low.
- If after 15 minutes no light shows, check that the USB cable is securely plugged into the headset and the wall adapter or USB hub.
- If it will still not charge, please contact support.

## How do I adjust the headset to fit over my glasses/hair/etc.?

For instructions on adjusting the headset for different scenarios, see "Facilitating training" on page 7.

## The straps fell off the headset or are too loose! Did I break it?

You may re-run the side straps back through the loops and tighten them with the buckles.

## Why does the view in the headset look blurry or foggy?

If the view appears blurry, try slowly moving the headset up or down on your face until the picture is clear or wiping the lenses with the dry microfiber cloth included with your system.

In cold climates, the lenses of the headset can become foggy. If this occurs frequently, try placing the headset on your head (but not over your eyes) for a few minutes to warm it up before training.



### Why is everything gray in the headset?

- Be sure to look all around in the 360-degree view. There may be a menu option behind you.
- Try plugging the headset into the charge cable for 15 seconds to restart the session, then unplug and resume training.

### Why does the in-headset view appear tilted?

If you start your session with your headset at an angle, the view may lock to that angle. Re-center the view by pressing the home button on the controller.

### How do I change the volume?

To adjust the volume level, use the volume up/down buttons on the headset. Pico controllers also have a volume control on the right side of the controller. For best results, train in an area with minimal external noise.

### How do I change the controller battery?

Pull down on the lower half of the controller to open the battery compartment. Change the batteries and replace the cover. Note that you will need to resync the controller after changing the batteries.

### How do I get replacement parts?

For replacement parts (facial interfaces, controllers, etc.) please contact Strivr support by visiting [support.strivr.com](https://support.strivr.com) and clicking Submit a Request.

### The tether came off my controller. How do I reattach it?

If the tether detaches from your controller, open the battery compartment and loop the tether around the tether peg. You'll notice the peg has a hole immediately above it; it's easiest if you form a small loop with the tether cord and push that loop into the hole at a perpendicular angle. Then pull the tether parallel with the controller and slide the battery cover back on, ensuring the tether exits the cover via the small cutout.

### My headset didn't receive the latest training programs from Strivr.

For a headset to receive the latest updates from Strivr, it has to be connected to the Strivr cloud.

1. If your system includes stand-alone headsets, the headsets should connect automatically. You can check its status on the About screen in the headset. If it says "Connected to Strivr", it's ready upload and download to and from the Strivr cloud.

2. If your system includes Pico G2 or 4KS headsets and a management device, the headsets should turn on automatically when plugged in to charge.
3. If your system includes Oculus Go headsets and a management device, the headset has to be turned on when you connect it to the USB hub.

NOTE: Seeing a green or yellow charging light on the headset when you plug it into the hub is not an indication that the headset is connected to the Strivr Cloud—this light just means the headset is charging. Always verify by checking the hub.

### How soon do training results appear in the Strivr Portal?

When a learner logs out after a training session and connects the headset to power, results and data are transmitted in just a few minutes. The analytics dashboard on the Strivr Portal refreshes with that new data once every hour. Note that to successfully connect to Strivr, Oculus Go headsets must be powered on before plugging them in.

### I sometimes feel dizzy. Should I take precautions?

Discomfort can happen, especially for first-time VR users. If you feel discomfort, the first thing to do is take off the headset and relax for a few minutes. You may find when you try again, you feel fine. Try sitting in a swivel chair to train, rather than standing. If that doesn't mitigate the dizzy feeling, no problem—we never want to force anyone into the headset.

Let your manager know if you are unable to complete the training

### The headset is not connected to Strivr (non-MD systems)

If the About screen in the headset does not say **Connected to Strivr**, it cannot transfer training results and download training content. If the About screen says **Wi-Fi not enabled**, open the Wi-Fi screen and enable Wi-Fi. If you see the status **Not Connected to Strivr**, contact support.

Note that learners can train when not connected to Strivr.

### I accidentally exited training

If you accidentally exit training and see a Settings screen, you can return to training by pressing the Home button on your controller.

# System setup

If your Immersive Learning System contains stand-alone headsets, no setup is required. This section is for Strivr Immersive Learning systems with a USB hub and/or a management device.

## Headsets with USB hub

If your system contains stand-alone headsets and a USB hub for charging, first set up the USB hub, then plug in and charge. Strivr provides a USB hub to simplify charging for implementations with more than one headset in a single storage solution. Note that systems in a blue metal tray are pre-wired and no setup is required.

1. Locate the box containing the USB hub. Unbox the USB hub and the accessories with it:



2. Assemble the USB hub using the diagram below:
  - a. Plug the IEC cable into the power brick.
  - b. Plug the power brick into the DC IN port of the USB hub.
  - c. Plug the other end of the IEC cable into a power strip.



3. Locate the USB cables. There will be one per headset. Plug each USB cable into the USB hub (up to 5 per USB hub):



PICO G2/4KS  
USB TO USB-C



OCULUS GO  
USB TO MICRO-USB



## Headsets with USB hub and management device

If your system contains headsets, a USB hub, and a Management Device (a mini-computer that handles uploads and downloads of content and system updates), you'll first set up the management device, then connect it to the USB hub, then plug in and charge.

1. Locate the box containing the Management Device. Unbox the Management Device and the accessories with it:



MANAGEMENT DEVICE



ANTENNAS



POWER CORD

2. Assemble the Management Device:
  - a. Screw the Management Device Antennas onto the Management Device.
  - b. Plug the Power cable into the Management Device.
  - c. Plug the other end of the Power cable into a power strip.



3. Locate the box containing the USB hub. Unbox the USB hub and the accessories with it (if you have a system with more than 5 headsets, your USB-to-SS cable may be blue):



4. Assemble the USB hub using the diagram below:
  - a. Plug the IEC cable into the power brick.
  - b. Plug the power brick into the DC IN port of the USB hub.
  - c. Plug the other end of the IEC cable into a power strip.



- d. Plug the USB end of the USB-to-SS cable into USB port 1 on the front of the MD (the top left port).



5. Plug the SS end of the USB-to-SS cable into the SS port on the USB hub.



6. If your system has 2 or fewer headsets, locate the USB cables that came with your headsets and plug them into the USB hub starting at Port 1.



PICO G2/4KS  
USB TO USB-C



OCULUS GO  
USB TO MICRO-USB

7. If your system has 3 or more headsets, Strivr provides a Wireless USB Adapter that will be inserted into the USB hub to improve signal strength.

- a. Locate the box containing the Wireless USB Adapter. Unbox the Wireless USB Adapter and its accessories. Note that you will only be using the adapter and the antennas.
- b. Remove the cover from the adapter.
- c. Screw the antennas onto the adapter. It does not matter to which port you connect the antenna.



ADAPTER



ANTENNAS





- d. Insert the USB adapter into USB port 1 on the USB hub (the port next to the USB cable.)



- e. Locate the USB cables that came with your headsets. There will be one per headset. Plug each USB cable (up to 5 per USB hub) into the USB hub starting at Port 2.



PICO G2/4KS  
USB TO USB-C

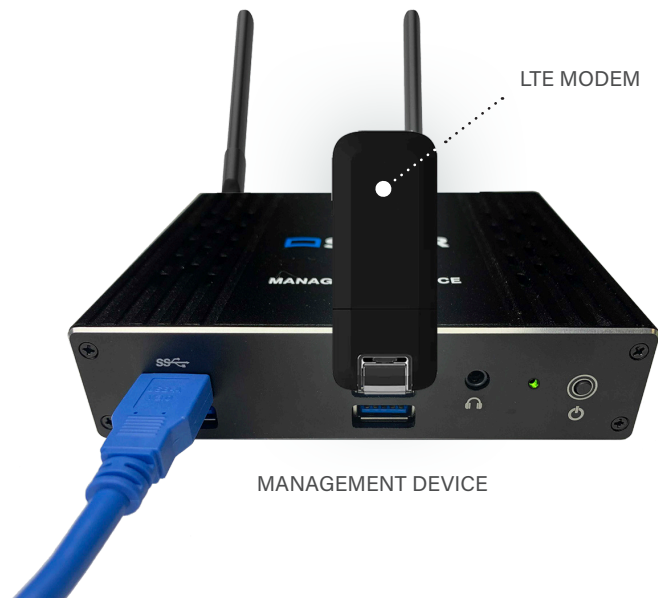


OCULUS GO  
USB TO MICRO-USB

8. Connect the management device to the internet via an LTE Modem or an Ethernet cable. If your installation uses an LTE modem, you'll find it included in the box.

### LTE modem

- a. Plug the LTE modem into one of the USB ports on the front of the Management Device.

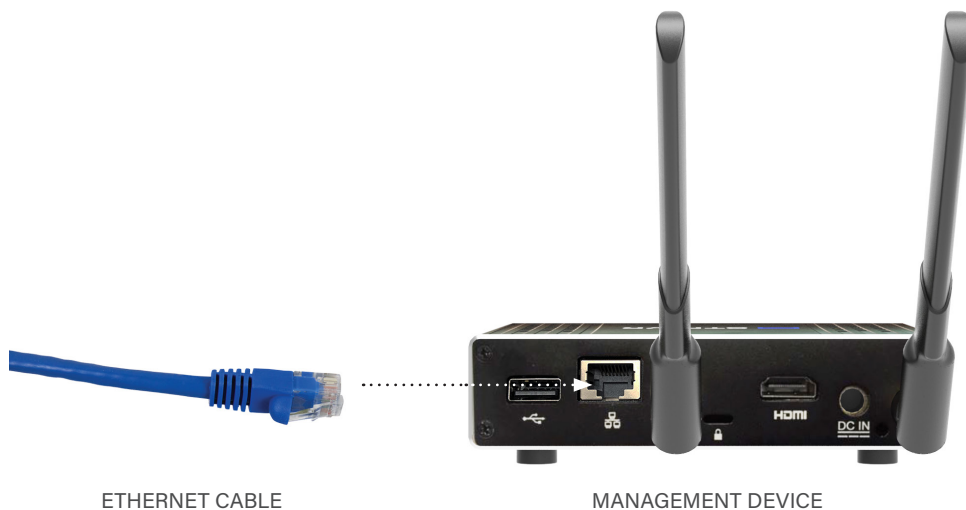


**NOTE:** The appearance and design of your LTE modem may vary according to brand.

- b. A green light on the LTE modem indicates when it is connected. The light flashes green while it is searching and connecting.

### Ethernet cable

Connect the ethernet cable to the Management Device.





# Health & safety warnings

## Strivr

USING VIRTUAL REALITY ("VR") CAN POTENTIALLY HAVE UNINTENDED HARMFUL EFFECTS ON YOUR HEALTH OR SAFETY. TO REDUCE THE RISK OF PERSONAL INJURY, DISCOMFORT, OR PROPERTY DAMAGE, PLEASE ENSURE THAT ALL USERS READ THESE WARNINGS CAREFULLY BEFORE USE.

CONSULT WITH A PHYSICIAN BEFORE USING VR IF YOU ARE PREGNANT, ELDERLY, EPILEPTIC, OR HAVE VISION, PSYCHIATRIC, HEART, OR OTHER SERIOUS MEDICAL CONDITIONS. THIS PRODUCT SHOULD NOT BE USED BY CHILDREN UNDER THE AGE OF 13. DO NOT USE IF YOU ARE SICK, FATIGUED, UNDER THE INFLUENCE OF INTOXICANTS/DRUGS, OR NOT FEELING WELL, AS IT MAY EXACERBATE YOUR CONDITION.

## PHOTOSENSITIVITY & SEIZURES

Some individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when viewing video content, such as VR content, may trigger epileptic seizures or blackouts. These conditions may trigger previously undetected epileptic symptoms or seizures even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition or has had seizures of any kind, consult your physician before using these Services.

## NAUSEA & POTENTIAL HEALTH EFFECTS

VR may trigger motion sickness in some individuals due to the difference in the field of vision and focus points between the real world and the virtual world. Cease use of VR immediately if you experience disorientation or motion sickness.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming use of the Services if you experience any of the following health problems or symptoms at any time before, during, or after use:

- Dizziness
- Altered, blurred, or double vision or eye discomfort
- Eye or muscle twitches
- Loss of awareness
- Disorientation
- Panic or anxiety attack
- Excessive sweating
- Nausea
- Lightheadedness
- Seizures
- Any involuntary movement or convulsion
- Any symptoms similar to motion sickness

Symptoms of VR exposure can persist and become more apparent hours after use. Post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multitask. 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 (e.g. death, personal injury, property damage), or other activities that require unimpaired balance and hand-eye coordination until you have fully recovered from any symptoms.

RESUME USE OF VR ONLY ON APPROVAL OF YOUR PHYSICIAN.

## RADIO WAVES & MEDICAL DEVICES

VR hardware (including headsets, controllers, and other devices) may contain magnets or components that emit radio waves. The frequencies of these radio waves may interfere with pacemakers, hearing aids, defibrillators, or other implanted electrical devices. If you have a pacemaker or other implanted medical device, DO NOT USE STRIVR 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.

## SAFETY PRECAUTIONS

Wearing a VR headset may distract you from, and will completely block your view of, your actual, physical surroundings. Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury.

Use of a VR headset may cause loss of balance. Remain seated unless your training module requires standing. The objects you see in the VR environment do not exist in the real world, so do not sit, stand, or lean on VR objects, or attempt to use them for support. Serious injuries can occur from tripping, running into or striking walls, furniture or other objects, so clear an area for safe use before using the headset.

Take special care to ensure that you are not near other people, objects, stairs, 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—a VR headset. Remove any tripping hazards from the area before using the headset.

While using a VR headset, you may need to extend your arms fully out to the side or over your head, so make sure all of those areas are clear. Remember that while using a VR headset, other people may enter your immediate area without your awareness. Be cautious when extending your arms, moving around, and using the controller to avoid contacting other individuals who may have entered the area.

Read and follow all setup and operating instructions, and review all recommendations for use of the VR headset and controllers.

## CONTENT

VIEWER DISCRETION ADVISED. CONTENT VIEWED IN THE VR HEADSET MAY CONTAIN VIOLENT IMAGES OR STRONG OR PROFANE LANGUAGE (e.g. armed robbery). If you have a history of any physical or psychological problems triggered by experiencing scary, violent, or anxiety-inducing images or videos, avoid viewing the triggering content or do not use the VR headset.

## Pico

For health and safety information, please visit:  
[https://www.pico-interactive.com/us/terms/user\\_safety.html](https://www.pico-interactive.com/us/terms/user_safety.html)

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