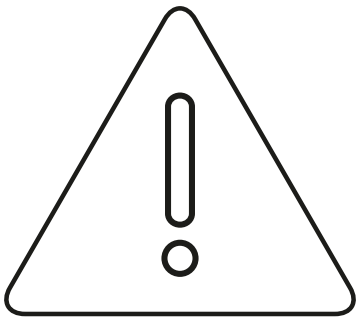




Oculus Quest
Safety & Warranty Manual



<https://ocul.us/questsupport>
<https://oculus.com/warnings>

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Product Description

Oculus Quest is an all-in-one gaming system built for virtual reality (VR). The system consists of a VR headset and a pair of Oculus Touch controllers. The headset is battery powered and charges using the included USB-C cable and charging adapter. The headset has four wide-angle sensors that power Oculus Insight, which precisely tracks your environment and instantly translates movements into VR.

What's in the Box?



Quest Headset



Touch Controllers



Power Adapter



Charging Cable



Glasses Spacer



AA Batteries



Reference Guide



Safety & Warranty Manual

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



Grab your phone to get started

Download the Oculus app on your mobile phone to set up your headset. www.oculus.com/app

NOTE: Please visit www.oculus.com/setup for setup instructions. Please visit <https://ocul.us/questsupport> for best practices and troubleshooting.

Product Care & Maintenance

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



- Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the optics and display.
- Do not shine a laser or external light source through the lenses as it may damage the display.
- Ensure the controller battery tray cover is in good working condition and locks in place.
- As with any electronic device, avoid exposure to water or fluids.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.
- Operating Temperature: 0-35°C / 32-104°F, min. humidity 5%, max humidity 95% RH (non-condensing).
- Non-Operating (Storage): -20-45°C / -4-113°F, 85%RH.

Product Electrical Specifications

Component	Rating
Headset	5V, 3A
Controller	1.5V, 190mA
Battery (Controller)	1.5V (2-AA Alkaline)

Health & Safety Warnings



HEALTH & SAFETY WARNINGS: To reduce the risk of personal injury, discomfort or property damage, please ensure that all users of the headset read the warnings below carefully before using your VR system.

Visit the Oculus Safety Center at <https://support.oculus.com> for more information on the safe use of your VR system.

Throughout this Guide, we include icons to illustrate and orient you to health and safety issues. The icons are not a substitute for the text of this Guide, so please use them both together.



⚠️ WARNING**Before Using your VR System**

- Read and follow all setup and operating instructions provided with the headset.
- Review the hardware and software recommendations for use of the headset. Risk of discomfort may increase if recommended hardware and software are not used. Your headset and software are not designed for use with any unauthorized device, accessory, software and/or content. Use of an unauthorized device, accessory, software and/or content or hacking the device, software or content may result in injury to you or others, may cause performance issues or damage to your system and related services, and may void your warranty.

- **Headset Adjustment.** To reduce the risk of discomfort, the headset should be balanced and centered, and the inter-pupillary distance (IPD) should be appropriately set for each user. Adjust the side and top straps to ensure comfortable placement of the headset. Adjust the IPD for each user by moving the image slider on the right of the bottom of the headset. When properly adjusted, the headset should fit comfortably and you should see a single, clear image. Re-check the



settings before resuming use after a break to avoid any unintended changes to any adjustments.

- **Content Selection.** Virtual reality is an immersive experience that can be intense. Frightening, violent or anxiety provoking content can cause your body to react as if it were real. Carefully choose your content if you have a history of discomfort or physical symptoms when experiencing these situations. Oculus provides comfort ratings for some content, and you should review the comfort rating for your content before use. (For more details on comfort ratings and how they can assist in providing a comfortable experience, go to <https://support.oculus.com/comfort>). If you have a history of discomfort when exposed to certain content or experiences or are new to virtual reality, start with content rated Comfortable, before trying Moderate, Intense or Unrated content.
- **Use Only When Unimpaired.** A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are experiencing any of the following (as it may increase your susceptibility to adverse symptoms):



- 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

⚠ WARNING

Pre-Existing Medical Conditions

- Consult with your physician before using the headset if you are pregnant, elderly, have pre-existing binocular vision abnormalities or psychiatric disorders, or suffer from a heart condition or other serious medical condition.

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



headset and see a doctor. If you previously have had a seizure, loss of awareness, or other symptom linked to an epileptic condition you should see a doctor before using the headset.

- **Interference with Medical Devices.** The headset and controller(s) may contain magnets or components that emit radio waves, which could affect the operation of nearby electronics, including cardiac pacemakers, hearing aids and defibrillators. If you have a pacemaker or other implanted medical device, do not use the headset and controller without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between the headset and controller and your medical devices. Stop using the headset and/or controller(s) if you observe a persistent interference with your medical device.

⚠ WARNING

Age Requirement/Children

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



with these health and safety warnings including making sure the headset is used as described in the Before Using Your VR System above and the Safe Environment section below. 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.

Play Space Environment



Risks associated with freedom of movement

Your headset tracks your movement forward and backward, up and down, left and right, while also tracking the rotational movement of your head. This allows your movement in your physical world to be translated into movement in your virtual world. Your headset is also self-



contained and there are no wires or cables connecting you to a PC like in other PC powered virtual reality headsets. Therefore, you have more freedom to move.

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

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.



Setting up Your Safe Play Space



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



- Only use your headset indoors.
- Serious injuries can occur from tripping or running into or striking walls, furniture, other objects or people, so clear an area for safe use before using the headset. Take special care to ensure that you are not near items that you may hit or strike, or areas which may cause you to lose your balance when using—or immediately after using—the headset, like other people, objects, stairs or steps, ramps, sidewalk(s), balconies, open doorways, windows, furniture, open flames (like candles or fireplaces), ceiling fans or light fixtures, televisions or monitors, or other things.
- Proper use of the Guardian system is important for setting up a safe environment. Please set up the Guardian system prior to use as described in the on-screen Guardian System setup directions and in the Guardian System section below.
- Consider having another person act as a spotter while you move around in your virtual world. Take appropriate steps to prevent people (particularly children) or pets who do not understand that your perceptions are limited from entering your play space.

Interaction of the Real World and the Virtual Environment

- Ease into the use of the headset to allow your body to adjust; use for only a few minutes at a time at first, and only increase the amount of time using the headset gradually as you grow accustomed to virtual reality. Looking around and using the Oculus Touch controllers 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 always take regular breaks and you should decide what break schedule works best for you.
- Move carefully while you explore the virtual world. Fast or abrupt motion may cause a collision or loss of balance.
- Use of the headset and Oculus Touch controllers may result in a loss of balance. If your balance feels affected, remove your headset and take a break until normal balance returns.
- 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 or moving around your play space. If you are using the headset while seated, make sure you are seated on a secure surface and stable platform.
- Use of the headset with glasses may increase the risk of facial injury if you fall or hit your face.
- While using the headset with the Oculus Touch controllers, you may extend your arms fully out to the side or over your head, so make sure those areas are clear of objects or potential hazards.
- Make sure your play space has a level, firm and even surface without loose carpeting or rugs, uneven surfaces or similar hazards. Remove any tripping hazards from the play space before using the headset.
- Remember that while using the headset you may be unaware that people and pets may enter your play space. Secure your play space while in use, and if you sense something or someone has entered your play space, remove your headset and pause your VR experience to make sure your play space is still safe.
- Your view of your surroundings is completely blocked while you are using the headset, so do not hold or handle things that are dangerous, may injure you or may be damaged.
- The rings on your Oculus Touch controllers extend

away from your hands. Use caution when moving your hands and arms so you do not strike yourself with the Oculus Touch controllers.

Prohibited Uses

- The headset is designed for use indoors. Use of the headset outdoors creates additional and uncontrolled hazards, like uneven and slippery surfaces and unexpected obstacles, vehicles (traffic), persons or pets. Also, the headset may not work properly outdoors.
- Never wear the headset in situations that require attention, such as running, bicycling, or driving.
- Do not use the headset while in a moving vehicle such as a car, bus, or train, as variation in speed (velocity) or sudden movements may increase your susceptibility to adverse symptoms.
- **The Guardian System.** The headset contains a Guardian system feature, a virtual boundary system feature, designed to assist you with staying in your play space and avoiding collisions with objects (like furniture or walls) in your physical world while you are in your virtual



environment. Once you have properly defined your play space according to the on-screen instructions from your device and the instructions in this Guide, the Guardian system will help you to be aware of the boundaries you have defined for your play space. It will also alert you when you are getting close to those boundaries.

- **Boundary Types.** The Guardian system can provide two different boundary types: (1) Roomscale and (2) Stationary. Each type provides varying warning levels. The Roomscale boundary is the best boundary type for all VR experiences. You should choose it for experiences that encourage significant movement. It requires a minimum of 2 meters x 2 meters or 6.5 feet x 6.5 feet of obstruction free floor space. The Stationary boundary is only a visual guide to remind you that you are not in a Roomscale style boundary. Stationary boundary may be used for experiences that don't encourage much movement. It should not be chosen for experiences that require significant movement or fast/large arm motions. Choose the appropriate boundary style based on your selected content. Regardless of which type you choose, please ensure that all hazards that might affect unobstructed movement of legs and arms are removed from your play area.
- The Stationary boundary is only designed to provide you with a minimal warning if you take one

or two steps beyond your starting position in VR. This boundary style may be used with content that requires minimal lower body and arm movement.

- The Room-scale boundary is designed for use with content that encourages you to move around your play space and requires significant lower-body movement.
- For both types, it is important that you make sure the area within the Guardian system boundary is clear of hazards and obstacles as described in this Guide.
- Follow the on-screen instructions when selecting or changing boundary types and setting up the Guardian system. For more details on boundary types, go to <https://support.oculus.com/guardian>.
- The space you define with the Guardian system should be an area that is clear and away from potential hazards. Make sure leave additional space as a buffer between your play space boundaries and potential hazards (like furniture or walls) so you do not contact hazards if your movement carries you beyond the play space boundary, if you lose your balance or trip, or if you quickly extend your arms or hands



beyond your play space during active play. In the Stationary boundary type, the Guardian system will not alert you if your Oculus Touch controllers approach or extend beyond the defined play space, so make sure the area you can reach with your outstretched arms is clear of potential hazards.

- The Guardian system is most effective when you select the correct boundary type whenever you use the headset. You must also properly define your play space in accordance with the on-screen instructions and this Guide each time you change any aspect of your play space. Before using the headset each time, confirm that the Guardian system is properly setup, your play space is properly defined and that no new potential hazards were introduced within your play space.
- The Guardian system may not work properly in areas with featureless walls, glass or mirrors. You are still responsible for using the headset in a safe environment as described in this Guide. The Guardian system will only alert you to the boundary of your play space. It cannot prevent you from moving out of your play space. For example, it will not prevent you from running into or contacting a wall, or falling through a door or window or down a stairwell. Take particular care to make sure that there are no hazardous areas (stairwells, windows,

etc.) or objects immediately outside your play space that you might encounter if you do not react quickly enough to the Guardian system.

- The Guardian system does not identify a boundary over the top of your play space, so take special care to identify that the area overhead is clear of potential hazards like light fixtures and ceiling fans. It will also not alert you to floor hazards, so follow the instructions for a safe floor surface in this Guide.
- The Guardian system does not identify everything in your play space, and will not alert you to items inside your play space, like furniture, lamps, or other people or pets that may enter your play space after you have donned your headset.
- Follow all on screen notifications for redefining the boundaries of your play space or the proper operation of the Guardian system if prompted to do so.
- Moving at high speeds may not permit you to react in time to stay in your play space, even if the Guardian system alerts you, so make sure you move slowly enough to react to any Guardian system alerts.



- The Guardian system may not work properly if your headset is dropped or damaged. Inspect your headset before use, and contact Oculus Support if the Guardian system is not working properly.
- You can get more information about the Guardian system at <https://support.oculus.com/guardian>.
- **Pass-Through Camera.** Your headset is equipped with a “pass-through” camera feature which uses a camera to display your physical surroundings on your headset screen. The pass-through camera feature when enabled is designed to alert you if you go outside of your defined play space and display your physical world. It is also used to define or confirm your play space boundaries in connection with the Guardian system.

The pass-through camera may lag behind (latency) what is actually occurring in your physical world, and your field of view while using the pass-through camera is smaller than your normal field of view when you are not using a headset. There may also be an error in depth perception when viewing the physical world through the pass-through camera.

The pass-through camera is designed only for brief use to alert you to real world hazards when you leave your defined play space or to set up your play space in the Guardian system. You should not engage in any prolonged use of the pass-through

camera, or use it to navigate long distances in your real world (see below).

Take the following precautions when using the pass-through camera.

- Move slowly and carefully whenever you are using the pass-through feature.
- Do not use the pass-through camera to navigate the real world, other than for short distances to return to your play space or transition to another nearby play space. Do not attempt to use the pass-through camera to navigate areas that are not flat or contain hazards. Remove your headset so you have an unobstructed view.
- Do not walk up or down stairs or sloped (inclining or declining) surfaces while using your headset's pass-through camera.
- Always remove your headset for any real world situation that requires attention or coordination.
- If the pass-through camera view fades out, take off your headset and return to your play space.
- The view of the physical world displayed by the pass-through camera may cause temporary effects if used for a long period of time. Do not



use the pass-through feature for more than a few minutes.

- Effects from the use of the pass-through camera may put you at an increased risk of injury when engaging in normal activities in the real world. Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e., activities in which experiencing any symptoms could lead to death, personal injury, or damage to property), or other activities that require unimpaired balance and hand-eye coordination (such as playing sports or riding a bicycle, etc.) until you have fully recovered from any effects.

Hearing Damage

-  To prevent possible hearing damage, do not listen at high volume levels for long periods.

WARNING System Alerts

For your protection, you should take immediate action when prompted by system alerts. The headset may provide you with the following alerts:

- **Overheating Alert.** An audible and visual alert when the headset is overheating. If that alert appears/sounds, to reduce the risk of personal injury, immediately remove your headset and let it cool down before continuing use.

- **Sound Volume Alert.** A visual alert in the event of high volume levels. If that alert appears, lower the sound volume to reduce the risk of hearing loss.
- **Outside of Play Space Alert.** A visual alert if you are outside of your play space. If that alert appears, remove your headset or go back to your play space to continue your experience, if desired.
- **Tracking Error System Alerts.** A visual alert if the headset's tracking system is not operating properly. Note if the headset is experiencing tracking issues, then the Guardian system may not be functioning properly or may be disabled. If this alert appears, remove the headset and move to a safe space. Afterwards, follow the instructions provided on-screen to address the issue.

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;
 - Excessive sweating;
 - Increased salivation;
 - Nausea;
 - Lightheadedness;
 - Discomfort or pain in the head or eyes;
 - Drowsiness;
 - Fatigue;
 - Any symptoms similar to motion sickness.
- **Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use.** These post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.
- Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e., activities in which experiencing any symptoms

could lead to death, personal injury, or damage to property), or other activities that require unimpaired balance and hand-eye coordination (such as playing sports or riding a bicycle, etc.) until you have fully recovered from any symptoms.



- Do not use the headset until all symptoms have completely subsided for several hours.
- Be mindful of the type of content that you were using prior to the onset of any symptoms because you may be more prone to symptoms based upon the content being used. Review the comfort rating for the content you were using, and consider using content with a less intense comfort rating.



- See a doctor if you have serious and/or persistent symptoms.

⚠ WARNING Headset Battery and Charging

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

- The battery in your headset is not user replaceable or serviceable. Do not attempt to open your headset to access the battery, open, repair or replace the battery. Please contact Oculus Support, if you need battery or power management support for your device.
- Only charge your headset with the included power adapter and cable, or an approved power adapter and cable if not included. Do not use other cables or power adapters. If you are unsure about whether a cable or power adapter is compatible with your headset, contact Oculus Support.
- Periodically inspect connection cords, connector tips and the power adapter for damage or signs of wear. Do not use your power adapter if prong(s), enclosure, connector port, connector cable or any part is damaged, cracked, or exposed.

- Do not use external battery packs or power sources other than the included power adapter or authorized accessories to charge the battery or power the headset.
- Do not attempt to charge or use the headset if it does not turn on after attempted charging, if it gets abnormally warm when it is used or charged, or if the battery compartment is swollen, leaking liquid or smoking.
- Do not disassemble, crush, bend or deform, puncture, shred or put a high degree of pressure on the headset. This can cause leakage or an internal short-circuit in the battery, resulting in overheating.
- Avoid dropping your headset. Dropping it, especially on a hard surface, can potentially cause damage to the headset and battery. Inspect your headset for visual damage before each use. If you suspect damage to your headset or battery, contact Oculus Support.
- Do not let your headset get wet or come in contact with liquids. Even though the headset may dry and appear to operate normally, the battery contacts or circuitry could slowly corrode and pose a safety hazard. If the headset gets wet, contact Oculus Support, even if the headset appears to be working normally.
- Do not place your headset in areas that may get very hot, such as on or near a cooking surface, cooking appliance, iron or radiator or in direct sunlight.




Excessive heating can damage the headset or the battery and could cause the headset or the battery to explode. Do not dry a wet or damp headset with an appliance or heat source such as a microwave oven, hair dryer, iron or radiator. Avoid leaving your headset in a car in high temperatures.

- In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with large amounts of water and seek medical advice.
- Always ensure that the headset has adequate ventilation and air flow while in use or charging. Covering the headset with materials that significantly affect air flow may affect its performance and poses a possible risk of fire or explosion.
- Your headset and power adapter (if provided) comply with applicable limits for industry surface temperature standards. To prevent potential low-temperature burns from prolonged direct contact, avoid direct skin contact with your power adapter for long periods of time when charging, or when plugged into a power source. Ensure the power adapter is in a well-ventilated area, when in use. Do not place adapter under a pillow, blanket or part of your body. Users with special medical or physical conditions that impair the ability to detect heat against your skin should take special care when using the device or charging with the power adapter. Follow any thermal warnings and advisory that may appear on your device's screen.



- Dispose of your headset and battery properly. Do not dispose of the headset or battery in a fire or incinerator, as the battery may explode when overheated. Dispose of separately from household waste. Refer to www.oculus.com/support for proper maintenance, replacement, and disposal of your headset.

⚠ WARNING Headset Temperature

-  It is important to check the temperature of your headset as front surfaces may get hot. It is normal for your headset to feel warm to the touch while in use or while charging. Prolonged skin contact with a headset that is hot to the touch may produce skin discomfort or redness, or low temperature burns. If your headset feels hot to the touch or is uncomfortably warm, stop using or charging it, and allow it to cool down.

⚠ WARNING Repetitive Stress Injury

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



⚠ WARNING**Accessories**

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

⚠ WARNING**Controller Batteries**

Your Oculus Touch controllers contain AA batteries.

- **CHOKING HAZARD.** The remote is not a toy. It contains batteries, which are small parts. Keep away from children under 3.
- Keep new and used batteries away from children. If the battery compartment does not close securely, stop using the product and keep it away from children until it can be repaired.

**⚠ WARNING****Electrical Shock**

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not charge this device if any part of the provided or approved AC Adapter cable is torn, any wires are exposed, or battery compartment damaged.



- Do not insert any metal, conductive, or any foreign objects into the charging port.
- Do not expose the device to water or fluid.
- ONLY use provided AC Adapter with your device or other authorized adapter if one was not provided with your device.

⚠ CAUTION VR System Care

- Do not use your system if any part is broken or damaged.
- Do not attempt to repair any part of your system yourself. Repairs should only be made by an Oculus authorized servicer.
- To avoid damage to your headset or Oculus Touch controllers, do not expose them to moisture, high humidity, high concentrations of dust or airborne materials, temperatures outside their operating range or direct sunlight.
- To avoid damage, keep your headset, charger, cables and accessories away from pets.



⚠ CAUTION Contagious Conditions

To avoid transferring contagious conditions (like pink eye), do not share the headset with persons



with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset and controller(s) should be cleaned between each use with skin-friendly non-alcohol, non-abrasive antibacterial wipes and with a dry microfiber cloth for the lenses. Do not use liquid or chemical cleansers on the lenses. Replace the facial interface on the headset if it becomes worn or cannot be cleaned.

⚠ CAUTION Skin Irritation

The headset is worn next to your skin and scalp. Stop using the headset if you notice swelling, itchiness, skin irritation, loss of hair or other skin reactions. Similarly with the hand-controller, please stop use if you observe any skin irritation or reaction. If symptoms persist, contact a doctor.

⚠ CAUTION No Direct Sunlight on Lenses

Take particular care to avoid direct sunlight on the lenses. For example, do not store or carry the headset so the lenses are exposed to direct sunlight. Direct sunlight on the lenses for even brief periods may damage the optics and display.



NOTICE**Not a Medical Device**

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

NOTICE**Keep Away from Pets**

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

Regulatory Information

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.

FCC Caution: Changes or modifications to a Product by the user that are not expressly approved by the party responsible for compliance could make the Product no longer comply with the FCC Rules.

Information Regarding Exposure to Radio Frequency Energy

The Device meets the FCC Radio Frequency Emission Guidelines and are certified with the FCC. Information on these Products is on file with the FCC and can be found by inputting such Product's FCC ID (which can be found on the bottom of the Device into the FCC ID Search form available at transition.fcc.gov/oet/ea/fccid after searching on the FCC ID for your device which can be found in the setting manual under regulatory information.

The Device complies with FCC RF radiation exposure limits. During testing, the device is set to the highest transmission levels and places in positions that simulated uses against the head with no separation, and when worn or carrier against the body, with 5mm separation.

Industry Canada

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.

This device is restricted to indoor use.

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

IC Radiation Exposure Statement:

This equipment complies with IC RSS-102 radiation exposure limits set forth for an uncontrolled environment.

The transmitter module may not be co-located with any other transmitter or antenna.

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

For product available in the USA/Canada market, only channel 1-11 can be operated. Selection of other channels is not possible.

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



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

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

Apple and the Apple logo are trademarks of Apple Inc., registered in the U.S. and other countries. App Store is a service mark of Apple Inc., registered in the U.S. and other countries.

Google Play and the Google Play logo are trademarks of Google LLC.

Limited Consumer Warranty

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

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

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

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

What Does This Warranty Do? This Warranty gives you specific legal rights, and you may also have other rights, which vary from state to state and country to country. *This Warranty is in addition to, and does not affect any rights you have under the laws in your jurisdiction* concerning the sale

of consumer goods (including, without limitation, national laws implementing EC Directive 44/99/EC).

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

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

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

What Will Facebook Technologies Do If There’s a Problem With The Product? If your Product is defective or malfunctioning, we will either repair or replace that Product, or update software or services, so that the Product performs substantially according to the Warranted Functionality. The approach taken to resolve any issues will be at our sole choice. If we determine that a product should be replaced, the replacement may be a new, refurbished, or remanufactured Product. If we determine, in our sole discretion, that none of the listed means are reasonable to correct for a defect or malfunction, then we may refund to you the price you paid to purchase the Product.

How Can You Get Service? First, tell us about the issue. If you have a problem with your Product, please visit us at <https://oculus/questsupport> for Oculus related products, and <https://portal.facebook.com/support> for all other products to get helpful service and contact information, and to submit a claim form to obtain warranty service.



If it is necessary for you to send your Product in for service, we will provide you with a pre-addressed shipping label, and you will have to send the Product in with your proof of purchase using that shipping label. Proof of purchase may not be required if we are able to verify your purchase in advance.

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

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

What Does This Warranty Not Cover? This Warranty is limited and not applicable to: (i) normal wear and tear; (ii) damage caused by misuse, accident (e.g., accidental physical impact, exposure to liquid, food or other contaminants, etc.), neglect, abuse, improper or unauthorized repair or other modification, tampering, or use with unsuitable equipment, devices, software, services or other unauthorized third-party item(s); (iii) use not in accordance with the Product documentation; (iv) commercial use; (v) use in connection with a trade, business or profession; (vi) used or resold products; (vii) Products purchased from sources other than Facebook Technologies or a Facebook Technologies authorized retailer (including non-authorized online auctions), (viii) non-Facebook Technologies Products, (ix) use of the Product in violation of any laws, regulations or ordinances in effect where the Product is used; or (x) features or performance parameters pertaining to any software or services beyond the Warranted Functionality of the Product.

This Warranty does not include any specific guarantees that the product will be error-free, or regarding uptime or continued availability, data security features of software or online accounts, or that any software, firmware or online sites will

function uninterrupted or error-free. This limited warranty is void if a Product is returned with removed, damaged or tampered labels or any alterations (including the unauthorized removal of any component or external cover).

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

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

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

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

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

What Laws Govern This Warranty? The laws of the State of California, USA, govern this Warranty. The courts in some countries may not apply the law of California to some types of disputes. If you reside in one of those countries, your country's laws will apply to such disputes related to this Warranty.



Questions? If you have questions, or to begin the service process, please visit us at <https://ocul.us/questsupport> for Oculus related product questions, and <https://portal.facebook.com/support> for all other product inquiries.

Limited Consumer Warranty

– Canada

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

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

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

What Does This Warranty Do? This Warranty gives you specific legal rights, and you may also have other rights, which vary from state to state and country to country. *This Warranty does not affect any rights you have under the laws in your jurisdiction* concerning the sale of consumer goods.

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

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

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

What Will Facebook Technologies Do If There's a Problem With The Product? If your Product is defective or malfunctioning, we will either repair or replace that Product, or update software or services, so that the Product performs substantially according to the Warranted Functionality. The approach taken to resolve any issues will be at our sole choice. If we determine that a product should be replaced, the replacement may be a new, refurbished, or remanufactured Product. If we determine, in our sole discretion, that none of the listed means are reasonable to correct for a defect or malfunction, then we may refund to you the price you paid to purchase the Product.

How Can You Get Service? First, tell us about the issue. If you have a problem with your Product, please visit us at <https://ocul.us/questsupport> to get helpful service and contact information, and to submit a claim form to obtain warranty service.

If it is necessary for you to send your Product in for service, we will provide you with a pre-addressed shipping label, and you will have to send the Product in with your proof of purchase using that shipping label. Proof of purchase may not be required if we are able to verify your purchase in advance.

You may be required to pay the cost of shipping the Product to us, and by sending the Product, you agree to transfer ownership of that Product to Facebook Technologies. When we receive the product, we will determine if there is a defect or malfunction covered by this Warranty. If we find a defect or malfunction covered by this Warranty, we will repair or replace the Product to provide the Warranted Functionality, and we will send the repaired Product or a replacement Product, if any, to you at our cost. We may not return the original Product to you. We cannot guarantee that we will be able to repair the Product without risk to or loss of programs or data, and any replacement Product will not contain any of your data that was stored on the original Product. Any repaired or replaced Product will continue to be covered by this Warranty for the remainder of the original Warranty Period or ninety (90) days following your receipt of the replacement or repaired Product, whichever is greater, provided that if you are a consumer subject to the Quebec *Consumer Protection Act*, the Warranty Period is further extended for a period equal to the time during which we had your Product in our possession for the performance of this Warranty.



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

What Does This Warranty Not Cover? This Warranty is limited and not applicable to: (i) normal wear and tear; (ii) damage caused by misuse, accident (e.g., accidental physical impact, exposure to liquid, food or other contaminants, etc.), neglect, abuse, improper or unauthorized repair or other modification, tampering, or use with unsuitable equipment, devices, software, services or other unauthorized third-party item(s); (iii) use not in accordance with the Product documentation; (iv) commercial use; (v) use in connection with a trade, business or profession; (vi) used or resold products; (vii) Products purchased from sources other than Facebook Technologies or an Facebook Technologies authorized retailer (including non-authorized online auctions), (viii) non-Facebook Technologies Products, (ix) use of the Product in violation of any laws, regulations or ordinances in effect where the Product is used; or (x) features or performance parameters pertaining to any software or services beyond the Warranted Functionality of the Product.

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

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

If you are a consumer subject to the QCPA, the exclusion of warranties contained in the immediately following paragraph do not limit your rights and remedies under the Quebec Consumer Protection Act, including the right to make a claim under any of the statutory warranties provided under sections 34 to 54 of such statute.

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

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

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

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

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

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

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

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



Questions? If you have questions, or to begin the service process, please visit us at <https://ocul.us/questsupport>.

Developed in the United States

Designed by Oculus

Facebook Technologies, LLC

1 Hacker Way, Menlo Park, CA, USA

Facebook Technologies Ireland Limited

4 Grand Canal Square, Grand Canal Harbour,

Dublin 2, Ireland

Assembled in China



<https://ocul.us/questsupport>



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