

Health & Safety

This tour uses 3D virtual reality headsets (Samsung/Oculus Gear VR or Sony HMZ-T3). We recommend consulting a doctor before taking this tour 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.

Some people (about 1 in 4000) while they are watching TV, playing video games or experiencing virtual reality may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns. Such seizures are more common in children and young people under the age of 20. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before taking our tour.

Children: It is recommended by the manufacturer that the headsets provided should not be used by children under the age of 13 (Gear VR). Parents allowing their children to use the headsets do so at their own risk and are fully responsible for the safety, health and well-being of their children. Use of the headsets could negatively impact hand-eye coordination, balance, and multi-tasking ability. Adults should monitor children closely during and after use of the Gear VR for any decrease in these abilities.

Many users of these headsets (apart from our tours) use them for periods exceeding 30 minutes in length. It should be noted that the content viewed on the headsets during our tours may consist of up to 17 short scenes, each experience lasting only *between 2 to 6 minutes with breaks of between 5 - 15 minutes occurring between each use of the headset*. Customers are instructed to stand still while viewing the content on the headsets. Walking around with the headsets on is prohibited.

A comfortable tour experience using our headsets requires an unimpaired sense of motion and balance. Using the headsets when you are tired, need sleep, are under the influence of alcohol or drugs, are hung-over, have digestive problems, are under emotional stress or anxiety, or when suffering from cold, flu, headaches, migraines, or ear-aches increases your susceptibility to adverse symptoms.

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 headsets used, do not have the sound at a high volume so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.

Discomfort: Immediately discontinue use of the headset if you experience any of the following symptoms: 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; or any symptoms similar to motion sickness.

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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.

Radio Frequency Interference: The Gear VR can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers. If you have a pacemaker or other implanted medical device, do not use the Gear VR without first consulting your doctor or the manufacturer of your medical device.

By completing your reservation you confirm that you have read, understood and accepted the permitted-use guidelines, warnings and recommendations relevant to our headsets as stated on the following site: [oculus.com/warnings](https://www.oculus.com/warnings).

Flashback Journey to Pompeii shall not be liable for any damage, direct or indirect, suffered by our customers or any third parties as a consequence of their failure to follow such guidelines, warnings and recommendations.