SKULLY

Fenix AR

USER'S MANUAL

RIDE WITH ABSOLUTE SITUATIONAL AWARENESS

The SKULLY Fenix AR provides an entirely new riding experience. It changes the way you interact with your surroundings. The Fenix AR also requires you to adopt new habits and alter existing patterns to take advantage of its ground-breaking technology.

That's why it's essential that you read and understand the following manual completely. Familiarize yourself with the features and use of the helmet, before going on a ride. Remember, the Fenix AR is primarily a safety device, and it must be used as directed to provide maximum protection.

SAFETY INFORMATION

Ride safely. The SKULLY Fenix AR is designed to provide maximum safety and comfort. However, motorcycle riding presents specific challenges and risks. The Fenix AR can help reduce but not eliminate risk of injury. Please observe all applicable traffic laws and use caution when riding a motorcycle.

Riding a motorcycle or off-road vehicle implies the user accepts the risk that some reasonably foreseeable impacts will exceed the helmet's capacity to protect against injury.

Use the Fenix AR only as instructed by this manual. Failure to do so may result in unsafe riding conditions and will void the warranty. Make no modifications to the helmet.

Before riding, make sure your helmet fits properly and that you are comfortable with the size and the weight of the helmet. The helmet chinstrap must be securely fastened at all times when riding with the Fenix AR. Failure to fit and fasten the helmet properly may cause the helmet to come off the wearer in an accident and result in severe injury or death.

For proper fit and safety, the helmet must always be worn with the lining attached (see page 10)

The Fenix AR is designed to provide maximum protection for the rider. However, the helmet should be handled carefully to avoid reducing the protection it provides. Dropping the helmet on the ground can degrade performance and should be avoided. If the helmet is dropped from a moving vehicle, it could sustain serious damage that is not visible.

After your helmet has experienced a substantial impact, its safety features may be compromised. The damage may not be visible, but the ability of the helmet to protect wearer is reduced. Shock-absorbing materials within the helmet will have become compacted, reducing the ability to absorb further shocks. Check the warranty for repair or replacement details.

If you think your helmet's safety performance is compromised for any reason, DO NOT USE the helmet for riding. A helmet that has been involved in a serious impact should be destroyed and replaced. If you are uncertain, stop using the helmet and contact SKULLY for an evaluation.

Do not attempt to modify the helmet in any way. Do not remove or add any parts or change any physical aspect of the helmet. Doing so may reduce the ability of the helmet to protect the wearer and will void the warranty.

Do not use the top vent, spoiler and chin skirt as a handle. These pieces are designed for specific functions and are not intended to support the weight of the helmet.

Keep the visor closed at all times when riding. The visor protects you from wind, dust, stones, insects and other minor road debris. It does not provide protection against all hazards.

Do not place your helmet on the gas tank. Escaping vapors can damage the fabric of Fenix AR's protective liner.

Because the Fenix AR uses Bluetooth® wireless technology, it may cause interference with other communication systems. You should switch off the Fenix AR:

- IN HOSPITALS AND AROUND MEDICAL DEVICES
- IN AIRCRAFT
- NEAR BLASTING SITES

Follow all instructions posted in these circumstances (or others) regarding wireless devices.

Use caution when viewing the Heads-Up Display. Use only as directed and avoid concentrating on the HUD while riding. Failure to do so can cause distractions that may result in injury or death.

Please be aware of and obey local traffic laws that may apply to the use of certain features of the Fenix AR. You must be of legal driving age in the jurisdiction in which you ride.

Do not throw or sit on the helmet. Do not ride with the helmet hanging from a helmet holder or hang the helmet from an angled hook.

Do not expose the liner of the helmet to bright sunlight.

Do not operate the helmet in temperatures that exceed 122° F (50° C)

Do not store the helmet for any extended time in temperatures that exceed 140° F (60° C)

Do not expose helmet to harsh chemicals, including bleach, ammonia, gasoline, or other solvents. Additionally, substances such as insect repellent and brake fluid can damage the helmet and reduce its ability to provide protection. See Care and Cleaning instructions on page 21 for more information.

The ability of the helmet to protect the wearer is limited. No helmet protects against all possible or foreseeable impacts.

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PACKAGE CONTENTS

Helmet

Helmet Bag

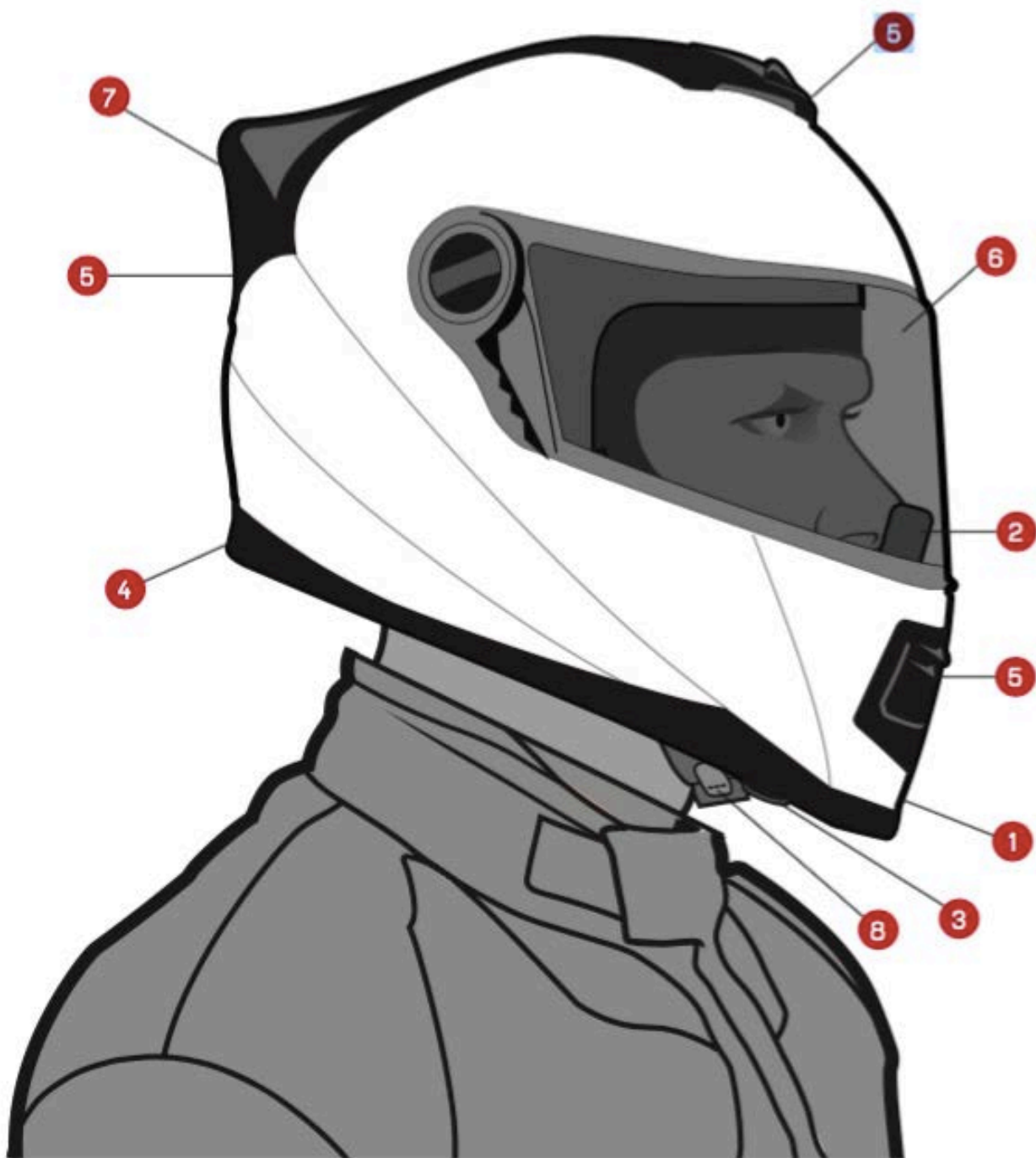SKULLY
FENIX AR

Quick Start
GUIDE

Charger

GETTING TO KNOW YOUR FENIX AR

1. Control button

2. SKULLY Heads-Up Display (HUD)

3. HUD adjustment knob

4. LED status indicator lights

5. Air vents

6. Anti-fog Visor

7. Blindspot camera

8. Quick-release latch/ Micro USB Charging port

9. EQRS Straps

10. Chin Skirt

11. Reflective Strip

12. Replaceable Cheek pads

13. Speakers

14. Microphone

CHINSTRAP INSTRUCTIONS

The chinstrap should be fastened as tightly as possible without causing pain or choking. The strap should be secured tightly against your jaw and have no slack. You should not be able to remove the helmet from your head when the chinstrap is fastened. Please note that the chinstrap must be securely fastened at all times when riding with the Fenix AR. Periodically check to make sure the chinstrap has not loosened with use. Tighten if necessary.
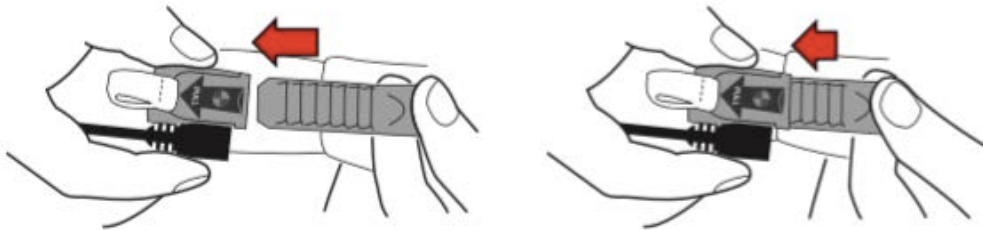
QUICK-RELEASE LATCH

The Fenix AR chinstrap features a quick-release latch. Pull the strap on the ratchet assembly to loosen.
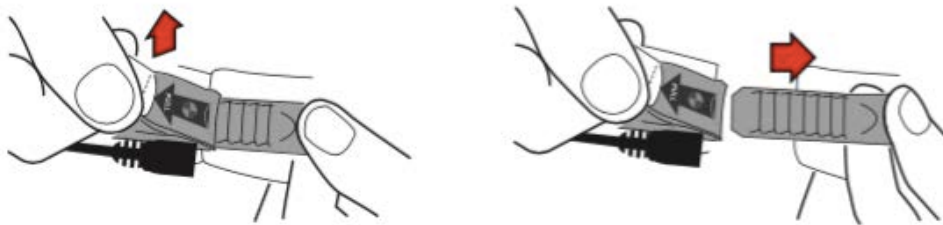
EQRS – EMERGENCY QUICK RELEASE STRAPS

The Fenix AR has Emergency Quick Release Straps (EQRS) intended for use by first responders. The straps are positioned on the front of the cheek pads. Secure the helmet with one hand while inserting the index and middle finger from the other hand under the strap and pull,

CHIN SKIRT

The Fenix AR helmet provides a chin skirt to help reduce ambient noise and wind flow into the helmet. The chin skirt has an easily removable rear portion that is attached to the fixed front flap. You may elect to ride with/without the chin skirt, according to your personal preference.

Supplemental Comfort Pads

Six (6) individual comfort pads are supplied with the Fenix AR. Trim padding and remove adhesive backing and apply on the back side of the inner liner to offer a customized fit. Alternative liner size packages are available and can be ordered on the SKULLY website.

VISOR ADJUSTMENT AND REMOVAL

To Remove visor:

1. Secure the helmet either in your lap or a padded surface.
2. Fully open visor.
3. Push the circular black button and detach visor side, repeat on other side.

To reattach the visor:

1. Secure the helmet either in your lap or a padded surface.
2. Place visor in the fully open position
3. Place visor hole over the black button and apply light rearward pressure to visor. The visor will "click" into place, repeat for other side.

Excessively scratched visors may obstruct your view of the road and should not be used during riding. Replacement visors can be ordered from the SKULLY website.

CHARGING THE HELMET

Use the supplied USB cable and a wall charger to charge the Fenix AR before powering the helmet. Plug the micro USB cord into the port adjacent to the quick-release strap and secure to the supplied wall charger.

The Fenix AR utilizes a sophisticated battery charging system. Indicator lights on the back of the helmet show battery charge status.

Helmet Power On

●●●	3 solid red lights	battery fully charged status while riding
●●○	2 solid red lights on left	battery ⅔ charged status while riding
●○○	1 solid red light on left	battery low while riding
(●)○○	1 blinking red light on left	battery very low while riding

Helmet Charging

(●)○○ -> ○(●)○ -> ○○(●)	all 3 lights blink green in order from left to right over and over	battery charging, battery level 30-55%
●(●)○ -> ●○(●)	1 solid green light on the left, 2 green lights on right blink green in order from left to right over and over	battery charging, battery level 55-80%
●●(●)	2 solid green light on the left, 1 green light blinking on right	battery charging, battery level 80-95%
●●●	3 solid green lights	battery fully charged

Additional

●●●	1 solid red light on left, 1 solid green light in center, 1 solid blue light on right	helmet is starting up
○○(●) -> ○(●)○ -> (●)○○->○○○	all 3 lights blink bright blue in order from right to left. left led lights up dim blue until pattern reaches it, then bright blue, then all leds turn off and entire sequence repeats	helmet is updating software
(●)○(●) -> ○○○-> (●)○(●)	left and right lights blink blue, turn off, sequence repeats	helmet can be discovered by other Bluetooth devices
(●)(●)(●) -> ○○○-> (●)(●)(●)	all three lights blink blue together, sequence repeats	helmet is paired with a phone by Bluetooth
(●)(●)(●)	all three leds flash magento on and off at the same time together	Error

If the helmet is completely discharged, it will take approximately 7 hours to fully charge.

Additional battery chargers can be used to extend the helmet battery life, external chargers should be a minimum 2amp charger; order additional chargers from the SKULLY website.

TURNING ON THE FENIX AR

The control button is located in the left side of the chin bar inside the helmet.

1. Take your left thumb and find the button on the inside of the helmet, in front of your chin and slightly to the left. Press the button once briefly (you should feel it click)
2. Grab the 2 straps on the bottom of the helmet, pull apart, and put it on your head.
3. Wait 2-3 Seconds, you should see the heads-up display (HUD) flash white, and show the SKULLY logo
4. Pair your helmet with your smartphone, within 3 minutes of powering helmet.
5. To turn off the Fenix AR, press and hold the control button down for at least 4 seconds.
6. The control button also operates other features such as music, navigation, and hands-free calling.

CONTROL BUTTON FUNCTIONS

Power on (if helmet is off)

After helmet is on:

1 Click: Play music; Pause music when music is playing; answers incoming phone call

2 Clicks: Plays next song; rejects incoming phone call

3 Clicks: End navigation Screen and displays BlueTooth firmware version.

4 Clicks: No action

5 Clicks – re-initiates Bluetooth pairing mode for 3 minutes

Long press of 6+ seconds: turn helmet off

GETTING ACQUAINTED TO FENIX AR

The Heads-Up Display (HUD) provides a rearview camera, blindspot detection, GPS navigation, and other information.

Please take time to familiarize yourself with the HUD and blindspot camera before riding your motorcycle. Using the HUD and Blindspot camera will be a new experience and you should be comfortable with it before riding. The rearview camera utilizes a wide-angle lens; riding with a passenger somewhat limits the full rear view, but doesn't inhibit its use.

You must familiarize yourself with the features and operations of the Fenix AR prior to use. We recommend the following steps:

1. In an outdoor environment, secure helmet to your head and power on the Fenix AR helmet.
2. While standing, look at the HUD and notice rear view camera display and blind spot capabilities.
3. Walk around the outside perimeter and occasionally glance at the HUD. Take note that glancing at the HUD will become a natural reaction, similar to looking at a rear-view mirror while driving a car.
4. After you are comfortable with the helmet, select a low traffic area such as a neighborhood or large parking lot and start a low speed ride to acclimate yourself to the Fenix AR experience. Please be aware of local traffic laws that may apply to the use of certain features of the Fenix AR
5. The HUD display in the Fenix AR helmet provides an infinite focus that does not require your eye to re-adjust each time you glance at the display.
6. Certain motorcycles may inhibit clear visibility to the right-hand side mirror. Careful attention must be made when using the helmet to accommodate for each specific motorcycle and its riding style.

The rearview display is not a replacement for turning your head or using your side mirrors during lane changes. The system may be affected by various conditions such as weather (rain, snow, etc.), status of approaching vehicles road condition. Similar to some mirrors, objects in the rear view HUD image are closer than they appear.

Always check the surrounding area visually before making an actual lane change. The system is only designed to assist you in checking for vehicles at your rear when making a lane change and assisting with reducing blind spots. Always make it your responsibility as a driver to take caution when riding and making lane changes.

ADJUSTING THE HUD

The HUD can be adjusted vertically (up and down), laterally (side to side), and the viewing angle can also be rotated within a limited range. For the ideal view, adjust the HUD until the viewing rectangle is centered within the screen.

Vertical	Use knob on bottom right of helmet to raise and lower the HUD
Rotation	The HUD twists left and right for optimum viewing position
Pitch	Push/pull the HUD slightly forward/back to change the angle for optimum viewing position

Please note that only slight movements are required to adjust the HUD. Do not attempt to force the HUD if you feel resistance.
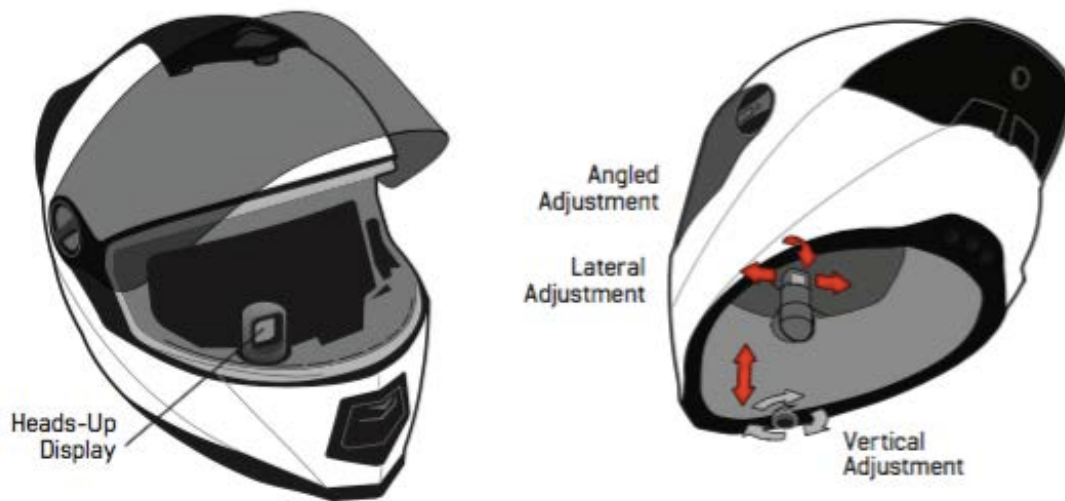
MOBILE APP

Download the SKULLY Mobile app from the Google Play Store or Apple App Store. Note: You must download the SKULLY Fenix AR app to activate many of the helmet's functions.

System Requirements: Windows 7 or higher, Mac OS X v10.6.8 or later

For Android™: Go to Google Play Store, look for "SKULLY Smart Helmet", click on download

For IOS: Go to the Apple App Store, look for "SKULLY Smart Helmet", click on download

Before you can activate your Fenix AR, you must review and agree to the safety information and terms and conditions on your phone screen.

BLUETOOTH PAIRING INSTRUCTIONS

System Requirements: Windows 7 or Higher, Mac OS X v10.6.8 or later

IOS and Android have inherent Bluetooth differences when paired with devices. Each smartphone operating system update may impact how your devices communicates with the Fenix AR helmet. Currently, both smartphone operating systems will automatically connect with the Fenix AR helmet if you were previously connected. For example, if you stop your motorcycle, remove your helmet and leave it with the motorcycle and walk into a store, you may lose your Bluetooth connection. However, the connection will be re-established after your phone is brought back into range.

First Time Pairing Instructions:

Follow these instructions for both Android and iOS: Turn on helmet

1. Make sure Bluetooth is activated on your phone
2. Turn Fenix AR on, the helmet is in pairing mode for 3 minutes after powering up helmet (click control button 5 times to re-initiate pairing, if needed)
3. Go to Settings, Tap on Bluetooth, tap on the helmet serial number located on the helmet ratchet strap (entry starting with SK_____ followed by 9 numbers)

    a. After pairing, helmet serial number will be displayed with a ✓

iPhone Users – QR Code Pairing

iPhone users can pair their helmets using the previous instructions or alternatively can use use the quick start QR code method.

1. Make sure Bluetooth is activated on your phone
2. Turn Fenix AR on, the helmet is in pairing mode for 3 minutes after powering up helmet (click control button 5 times to re-initiate pairing, if needed)
3. Then, using the mobile app:

    a. Press on the "gear" icon at the bottom right of home screen
    b. Select "Helmet"
    c. Configure helmet by pressing "Connect to Helmet".
    d. Activate the Helmet by scanning helmet strap QR Code.

    e. After pairing, helmet serial number will be displayed with a ✓

USING NAVIGATION MODE

• Tap top search bar and enter your destination.

• Results for destination should appear under search bar after a brief wait.

• If results do not appear, ensure phone has internet connectivity.

• Tap a location result.

• Select route preference.

• Tap start at bottom of screen.

• Confirm phone starts navigating to the destination.

• Confirm helmet shows navigation data across top of Heads-Up Display.

To cancel navigation, press X in upper right corner of screen, or use voice command – "Ok Skully – Stop Navigation", or click on helmet control button 3 times.

ADDITIONAL SETTINGS

Use the companion app to tailor your Fenix AR riding experience.

- Identify your "Home Address" and "Work Address"
- Press the "Gear" icon to specify your profile information
- Camera Setting – Specify your type of riding, sport or touring mode, this changes the rear camera display
- Add your Spotify/Pandora login information
- Navigation Settings – select metric or imperial units
- Check for firmware updates and version number

Firmware Updates

Firmware updates will be made available through the SKULLY app. When connecting the Fenix AR to the app, a version check is initiated. If a new version is available, you will be prompted to upgrade. Firmware updates are conducted over the air (OTA), via a network connection.

CONNECTING TO MUSIC VIA BLUETOOTH

Connect with Bluetooth for Music streaming from your iOS or Android device

- Power on helmet
- Music can be streamed from any Bluetooth Music app
- To stream music from your iOS or Android device, simply pair the helmet to the desired device and initiate the music app.
- Spotify Users can login into their Spotify account using the Skully mobile app

VOICE COMMANDS

You can use voice commands to control music, navigation, and more.

Voice Command mode is activated when you say "OK SKULLY." Following this prompt, you will hear "YES". Note: Each Voice Command requires the "OK SKULLY" prompt. You may then speak the following voice commands:

"Play music" – Plays Music

"Stop music" – Stops music

"Pause" – Pauses Music

"Mute volume" – Toggles between mute and unmute Volume

"Volume up" – Increases Volume

"Volume down" – Decreases Volume

"Previous song" – Plays previous song

"Next song" – Plays Next Song

"Answer" – Answers incoming phone call

"Ignore" – Sends incoming call to voicemail

"Redial" – Redials previously dialed phone number

"Take me home" – Starts navigation and sets destination to home address

"Take me to work" – Starts navigation and sets destination to work address

"Stop navigation" – Stops navigation

"Check battery" – States remaining battery percentage

"What Time is it?" – States current time

"What can I say?" – Lists all available voice commands

SKULLY INITIAL CONFIGURATION

1. Turn helmet on by pressing the control button located on front left inside area of helmet and wait for it to finish booting. When booting is finished, the firmware code version and Bluetooth address will display momentarily on the HUD and you will audibly hear a startup tone. The rear-view camera will also display.
2. Go to the "Settings/Bluetooth" screen on the phone and make sure the helmet is paired with the phone. If not, pair it.
    a. Helmet Blue Tooth pairing mode is active for the first 3 minutes after helmet is powered on. If trying to pair after after the 3-minute time frame, press control button 5 times to reactivate pairing.
    b. Select the helmet serial number from the blue tooth list
3. Start the Skully app on the phone.
    a. Select the "Gear" icon at the bottom right of screen, then choose "Helmet"
    b. You should see a √ next to the helmet serial number, if not select it
4. Spotify Premium login is built into the SKULLY App but you may utilize other music sources. Start the music source before riding.
5. You are now fully connected and ready to use the helmet.

When issuing commands to the helmet, make sure to use the following sequence
1. Say the trigger phrase "OK Skully"
2. Wait for Skully to respond with "Yes" (additionally a microphone will appear in the top portion of the HUD)
3. Say the command you want Skully to perform

The most common pitfall is to not wait for "Yes" and instead try to issue the command right away. The "Yes" response initiates the window to announce the voice command. See Figure 1.

Figure 1. Command Record and Decode Sequence
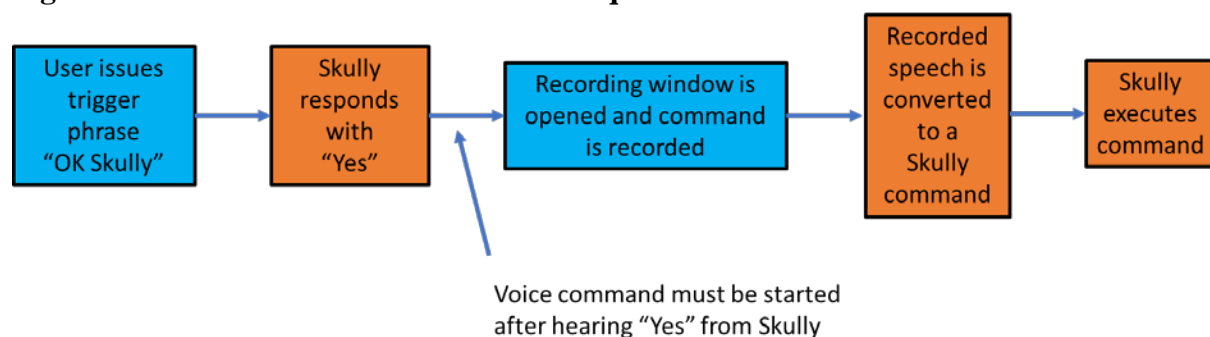
Stating the command prior to hearing "Yes" means all or part of the command will not be recorded properly, thus not decoded properly. Additionally, if the user doesn't speak clearly or loud enough the command may not be interpreted. Rapid fire "OK Skully", "OK Skully", "OK Skully" triggers do not clear things up. In the event a command is ever missed the best plan of action is to wait for several seconds, giving the helmet time to respond with "I don't understand",

then retry the command. The 3 second wait times below are just a way to make sure the helmet has time to complete one command before starting another.

Command examples can be issued in any order. The list below has been created to demonstrate all of our commands. Some commands require previous commands to be initiated: For example, "Volume Up" and "Volume Down" require music to be playing in order to be modified. Before using the helmet, practice the following script to familiarize yourself with the Fenix AR commands.

<div align="center">

User: OK SKULLY

Wait for yes

User: Check battery

Wait 3 seconds

User: OK SKULLY

Wait for yes

User: What time is it?

Wait 3 seconds

User: OK SKULLY

Wait for yes

User: Play music

Wait 3 seconds

User: OK SKULLY

Wait for yes

User: Volume up

Wait 3 seconds

User: OK SKULLY

Wait for yes

User: Volume down

Wait 3 seconds

</div>

"Mute Volume" toggles the mute function. If music is playing it will be muted. If music is muted already then the next mute command will unmute the volume. This first command will mute the volume.

<div align="center">

User: OK SKULLY

Wait for yes

User: Mute volume

Wait 3 seconds

</div>

This second "mute" command will unmute the volume. However, when volume is muted, everything is muted including the "Yes" response from Skully. Instead of waiting for the "yes" response look for the picture of the microphone in the HUD. When the microphone appears, recording has started. (You can also just wait a few seconds after the OK Skully and then give the "Mute Volume" command).

User: OK SKULLY
Wait for yes
User: Mute volume
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: Take me to work
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: Stop Navigation
Wait 3 seconds
User: OK SKULLY
Wait for yes
User: Take me home
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: Stop Navigation
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: Pause Music
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: Play Music
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: Next Song
Wait 3 seconds
***********Note*********

The command "Previous song" will be decoded by the voice recognition block and a command will be issued to the phone. However, when using Spotify Premium there is no "Previous Song" function so the present song will keep playing, other music players may recognize the "Previous Song" function.

User: OK SKULLY
Wait for yes
User: Previous song
Wait 3 seconds
****
User: OK SKULLY
Wait for yes
User: Stop music
Wait 3 seconds

User: OK SKULLY
Wait for yes
User: What can I say?
Wait 3 seconds

The next test is to have someone call the phone that is connected to the helmet. The user should hear the ringing inside the helmet. The call can then be answered or ignored.
In order to answer the call, say:
User: OK SKULLY
Wait for yes
User: Answer
Wait 3 seconds
The call should be connected and a conversation can be had using the helmet. When done, have the caller hang up and call back.
** To terminate the call from the helmet, press the control button two times **
This time, choose to ignore the call by saying
User: OK SKULLY
Wait for yes
User: Ignore
Wait 3 seconds
The call will be ignored.
One final phone command is the "Redial" command. This command redials the last outbound call from your connected phone. The command sequence is:

User: OK SKULLY
Wait for yes
User: Redial
Wait 3 seconds

CLEANING THE SKULLY Fenix AR

Use only mild dish soap to clean the Fenix AR. Do not expose helmet to harsh chemicals, including bleach, ammonia, gasoline, and other solvents. Additionally, substances such as insect repellent and brake fluid can damage the helmet and reduce its ability to provide protection.

CLEANING THE SHELL

Before using any cleaner, place a warm, damp cloth on the helmet for approximately five minutes. This will make dried insects and other road debris easier to remove.

Using a clean, micro-fiber cloth and a solution of water and mild dish soap, wipe the helmet to remove dirt and road debris.

Use a separate dry, soft cloth to remove any water/soap residue. CLEANING THE LINER

Remove the liner from the helmet and hand wash using a solution of water and mild detergent at a maximum temperature of 90 °F (32° C). Air-dry damp linings at room temperature.

CLEANING THE VISOR

It's important to keep your helmet visor clean and clear for maximum visibility. If your ability to see through the visor is impaired for any reason, you must clean it before riding. If the visor has become so scratched that it affects visibility, or you are unable to clean the visor, you should contact SKULLY for a replacement.

Clean the SKULLY Fenix AR visor only with mild soap diluted in tap water. Rinse well with clean tap water, and dry with a soft cloth. Do not use any solvents such as gasoline or ammonia. Do not drive with a dim or blurred shield. Impaired vision can cause an accident resulting in serious personal injury or death.

FAQS

1. Can I wear eye glasses with the helmet?
   a. Yes, eye glasses can be worn with the Fenix AR
2. Will my transition lens eye glasses work while wearing the Fenix AR?
   a. Transition lens will work with a clear visor but may be impacted with the use of the photochromatic visor. Evaluate and select the appropriate lens.
3. Can I use an external battery pack to charge the helmet?
   a. Yes, external battery packs must be minimum 2amp
4. Can I ride with an external battery pack attached by a cord or charging cable hooked to a port on my motorcycle?
   a. Yes, but particular care must be used when attaching any external cables to a helmet that is being used while riding. Cables need to be well secured to prevent any possible impairment to rider
5. Can more than one phone be paired to my Fenix AR helmet at the same time?
   a. No, the Fenix AR helmet can only be paired to one phone during operation. However, multiple phones can be paired and used with the helmet but not at the same time.
6. Can I communicate with other Skully Fenix AR helmets or other motorcycle communication system such as Sena?
   a. Yes, the Fenix AR is a Bluetooth enabled helmet. We recommend using a free mobile phone communication app such as Discord for group communication. Discord allows you to create a private communication group that can be utilized by fellow group riders as well as those that can't be there for the ride but want to join the conversation. Sena riders can use their communication headsets as long as they are also using the Discord app.
7. Can I record rear camera video?
   a. No, unfortunately the Fenix AR does not support recording video.

Fenix AR USERS MANUAL TECH SPECS

Processor Subsystem

1.2 GHz OMAP 4460 with Dual-core ARM Cortex-A9 and PowerVR SGX540 Graphics 1GB DDR2 SDRAM | 8GB Flash Storage

Mechanical Specifications

Weight - ~2,000Grams (~70.5oz) Storage Temperature Range - -20°C to 60°C (-4°F to 140°F) Operating Temperature Range - -20°C to 30°C (-4°F to TBD) Vibration Resistance - 4.4g rms 5 Hz to 2000 Hz Shock / Drop Resistance - 40 g, 15-23 ms, 1⁄2 Sine (1m Vertical Drop) Enclosure - Water Resistant Enclosure, IP65

Sensor Technology

IvenSense ICM-20948 with 9-Axis Motion Fusion - 3D Accelerometer | 3D Gyroscope | 3D Magnetometer Pressure Sensor

Display & Virtual Image Display Resolution

Widescreen 16:9 WQVGA Ultra-compact Display 428x240

Display Type - LCD Micro Display Virtual Image Size - 14" from 5 ft

Color Depth - High Color 16-bit (5:6:5)

Networking Subsystem

Bluetooth 4.0 (Bluetooth Smart) Wi-Fi (IEEE802.11b/g/n) USB/Micro-USB 2.0 (5-pin) - Device Charging/Power & Data Transfer

Power Requirements

Primary Supply Voltage - 3.7V Lithium Ion Rechargeable 21700 Battery

Battery Charge Time – 7 hrs = 100% – Device Fully Charged

Battery Size & Life - 5000 mAh = up to 7 Hours Per Charge Assuming use case of active Bluetooth link to phone, music playing, and HUD display up and running

System Requirements

Android Mobile Phone OS Versions KitKat 4.4 and higher, or Apple iPhone 4S and later running iOS 7 and higher.

Environmental Considerations

RoHS Compliant Brominated Flame-retardant-free Mercury-free

COMPLIANCE

CONFORMANCE TO STANDARDS

The helmet conforms to the DOT 218 Standard. This test standard guarantee conformity to defined safety standards in respect of impact absorption, penetration resistance, lateral rigidity, retention system and field of vision. The approval guarantees that you have approval for the USA as well as countries which recognize DOT 218 standard. It is only legal to use it in countries where these standards are valid.

FCC COMPLIANCE

Federal Communication Commission Interference Statement

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 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: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

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.

IMPORTANT NOTE:
Radiation Exposure Statement:
The product complies with the US portable RF exposure limit set forth for an uncontrolled environment and is safe for intended operation as described in this manual. The greatest RF

exposure reduction can be achieved when the product is kept as far as possible from the user's body or when the device is set to lower output power, if such function is available.

This transmitter must not be co-located or operate in conjunction with any other antenna or transmitter.

Country Code selection feature to be disabled for products marketed to the US/CANADA

Innovation, Science and Economic Development Canada statement

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

(1) This device may not cause interference
(2) This device must accept any interference, including interference that may cause undesired operation of the device

Cet appareil contient des émetteurs / récepteurs exempts de licence qui sont conformes au (x) RSS (s) exemptés de licence d'Innovation, Sciences et Développement économique Canada. L'opération est soumise aux deux conditions suivantes:

(1) Cet appareil ne doit pas causer d'interférences
(2) Cet appareil doit accepter toute interférence, y compris les interférences pouvant provoquer un fonctionnement indésirable de l'appareil

Radiation Exposure Statement:

The product complies with the Canada portable RF exposure limit set forth for an uncontrolled environment and is safe for intended operation as described in this manual. The greatest RF exposure reduction can be achieved when the product is kept as far as possible from the user body, or when the device is set to lower output power if such function is available.

Déclaration d'exposition aux radiations:

Le produit est conforme aux limites d'exposition pour les appareils portables RF pour les Etats-Unis et le Canada établies pour un environnement non contrôlé. Le produit est sûr pour un fonctionnement tel que décrit dans ce manuel. La réduction aux expositions RF peut être augmentée si l'appareil peut être conservé aussi loin que possible du corps de l'utilisateur ou que le dispositif est réglé sur la puissance de sortie la plus faible si une telle fonction est disponible.

LIMITED WARRANTY/TERMS & CONDITIONS OF USE

1. The Limited Warranty. This Limited Warranty governs the hardware services and technical support

SKULLY provides to you under the above-mentioned plan (referred to herein as the "Warranty") for the SKULLY-branded product and the accessories contained in its original packaging ("Covered Equipment").

SKULLY FENIX AR LIMITED WARRANTY

Your SKULLY Fenix AR Limited Warranty covers your Fenix AR for twelve (12) months (the "Warranty Period") from the date of purchase for the following perils:

- Defects in materials and workmanship of Fenix AR electronics hardware
- Defects in materials and workmanship of original Fenix AR firmware/software
- Battery capacity that has depleted 50% or more from its' original specifications.

If one of the above occurs during the Warranty Period, SKULLY will either (a) repair the defect at no charge, using new or refurbished parts that are equivalent to new in performance and reliability, or (b) exchange the Covered Equipment with a replacement that is new or equivalent to new in reliability and performance, and is at least functionally equivalent to the original product. If SKULLY replaces your equipment, the original equipment becomes SKULLY's property and the replacement is your property with continued coverage for the remaining length of the original Warranty Period.

This Limited Warranty covers the Fenix AR helmet and all components that are permanently affixed to and made part of the helmet. Accessories (including, but not limited to: battery chargers, helmet bags, packaging materials, cases, instruction manuals, and replacement comfort padding) and otherwise not named above are not covered under the Limited Warranty.

This Limited Warranty is the only warranty from SKULLY.

WHAT IS NOT COVERED

The Limited Warranty does not apply to the following:

1. Installation, removal, or disposal of the Covered Equipment, or the provision of equipment while the Covered Equipment is being serviced.

2. Damage caused by (a) a product that is not the Covered Equipment (b) dropping, accident, abuse, misuse, liquid contact, fire, earthquake or other external cause, (c) operating the Covered Equipment outside the permitted or intended uses described by SKULLY, or (d) service (including upgrades and expansions) performed by anyone who is not a representative of SKULLY.

3. Covered Equipment with a serial number that has been altered, defaced, or removed, or has been modified to alter its functionality or capability without the written permission of SKULLY;

4. Covered Equipment that has been lost or stolen. This Warranty only covers Covered Equipment that is returned to SKULLY in its entirety;

5. Cosmetic damage to the Covered Equipment including but not limited to scratches, dents and broken plastic parts;

6. Consumable parts, such as batteries, except in respect of battery coverage under SKULLY Fenix AR Warranty or unless failure has occurred due to a defect in materials and workmanship;

7. Preventative maintenance on the Covered Equipment; or Defects caused by normal wear and tear or other wise due to normal aging of the product.

YOUR RESPONSIBILITIES

To receive service or support under the Limited Warranty, you agree to comply with the following:

(i) Before the expiration of applicable warranty period (12 months under the Limited Warranty),

provide a copy of your Warranty's original proof of purchase, if requested;

(ii) Provide information about the symptoms and causes of the issues with the Covered Equipment;

(iii) Respond to requests for information, including but not limited to the Covered Equipment serial

number, model, version of the operating system and software installed, any peripheral devices connected or installed on the Covered Equipment, any error messages displayed, actions taken before the Covered Equipment experienced the issue and steps taken to resolve the issue;

(iv) Follow instructions SKULLY gives you, including but not limited to refraining from sending SKULLY products and accessories that are not subject to repair or replacement service and packing the Covered Equipment in accordance with shipping instructions;

(v) Update software to currently-published releases prior to seeking service.

SKULLY may reinstall the covered equipment's original software configuration and subsequent update releases while performing service, which will result in the deletion of all software and data that resided on the covered equipment prior to service. During service, SKULLY may format on board memory for the Fenix AR. SKULLY will return your Fenix AR or provide a replacement Fenix AR as the Fenix AR was originally configured, subject to applicable updates. SKULLY may install SKULLY OS updates as part of hardware service that will prevent the Fenix AR from reverting to an earlier version of the SKULLY OS. Third party applications installed on the Fenix AR may not be compatible or work with the Fenix AR as a result of the SKULLY OS update. You will be responsible for reinstalling or restoring any other software programs, data and passwords.

8. Limitation of Liability

SKULLY DISCLAIMS ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR PARTICULAR PURPOSE.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, SKULLY AND ITS EMPLOYEES AND AGENTS WILL UNDER NO CIRCUMSTANCES BE LIABLE TO YOU OR ANY SUBSEQUENT OWNER FOR ANY SPECIAL, INCIDENTAL, INDIRECT, CONSEQUENTIAL, OR PUNITIVEDAMAGES, INCLUDING BUT NOT LIMITED TO COSTS OF RECOVERING, REPROGRAMMING, OR REPRODUCING ANY PROGRAM OR DATA OR THE FAILURE TO MAINTAIN THE CONFIDENTIALITY OF DATA, ANY LOSS OF BUSINESS, PROFITS, REVENUE OR ANTICIPATED SAVINGS RESULTING FROM SKULLY'S OBLIGATIONS UNDER THIS PLAN. TO THE MAXIMUM EXTENT

PERMITTED BY APPLICABLE LAW, THE LIMIT OF SKULLY AND ITS EMPLOYEES AND AGENT'S LIABILITY TO YOU AND ANY SUBSEQUENT OWNER SHALL NOT EXCEED THE ORIGINAL PRICE PAID FOR THE COVERED EQUIPMENT. SKULLY SPECIFICALLY DOES NOT WARRANT THAT (i) IT WILL BE ABLE TO REPAIR OR REPLACE COVERED EQUIPMENT WITHOUT RISK TO OR LOSS OF PROGRAMS OR DATA, (ii) IT WILL MAINTAIN THE CONFIDENTIALITY OF DATA, OR (iii) THAT THE OPERATION OF THE PRODUCT WILL BE UNINTERRUPTED OR ERROR-FREE.

FOR CONSUMERS IN JURISDICTIONS WHO HAVE THE BENEFIT OF CONSUMER PROTECTION LAWS OR REGULATIONS, THE BENEFITS CONFERRED BY THIS PLAN ARE IN ADDITION TO ALL RIGHTS AND REMEDIES PROVIDED UNDER SUCH LAWS AND REGULATIONS. TO THE EXTENT THAT LIABILITY UNDER SUCH LAWS AND REGULATIONS MAY BE LIMITED, SKULLY'S LIABILITY IS LIMITED, AT ITS SOLE OPTION, TO REPLACE OR REPAIR OF THE COVERED EQUIPMENT OR SUPPLY OF THE SERVICE. SOME STATES OR PROVINCES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO SOME OR ALL OF THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

No Transfer of Limited Warranty

SKULLY Warranty plan is not transferable to New Owners under any circumstances. Any SKULLY Warranty will be void upon transfer of ownership of any SKULLY products.

11. General

(i) SKULLY may subcontract or assign performance of its obligations to third parties but shall not be relieved of its obligations to you in doing so.

(ii) SKULLY is not responsible for any failures or delays in performing under the Warranty that are due to events outside SKULLY's reasonable control.

(iii) You are not required to perform preventative maintenance on the Covered Equipment to receive

service under the Warranty.

(iv) This Warranty is offered and valid only if you are a resident of the fifty states of the United States of

America. This Warranty is not offered to persons who have not reached the age of majority. This Warranty is not available where prohibited by law.

(v) In carrying out its obligations SKULLY may, at its discretion and solely for the purposes of

monitoring the quality of SKULLY's response, record part or all of the calls between you and SKULLY.

(vi) You agree that any information or data disclosed to SKULLY under this Warranty is not confidential or proprietary to you. Furthermore, you agree that SKULLY may collect and process data on your behalf when it provides service. This may include transferring your data to affiliated companies or service providers located in countries where data protection laws may be less comprehensive than your country of residence, including but not limited to Australia, Canada, countries of the European Union, India, Japan, the People's Republic of China and the

U.S.

(vii) SKULLY has security measures, which should protect your data against unauthorized access ordisclosure as well as unlawful destruction. You will be responsible for the instructions you give to SKULLY regarding the processing of data, and SKULLY will seek to comply with those instructions as reasonably necessary for the performance of the service and support obligations under the Warranty. If you do not agree with the above or if you have questions regarding how your data may be impacted by being processed in this way, contact SKULLY at the email address provided.

(viii) SKULLY will protect your information in accordance with SKULLY Customer Privacy Policy URL http://www.skullytechnologies.com/privacy-policy. If you wish to have access to the information that SKULLY holds concerning you or if you want to make changes, you may contact SKULLY at the email address provided to update your personal contact preferences.

(ix) The terms of the Warranty, including the original sales receipt of the Warranty, prevail over any conflicting, additional, or other terms of any purchase order or other document, and constitute your and SKULLY's entire understanding with respect to the Plan.

SKULLY Return Policy

If for any reason you are not satisfied, you may return your purchase in its original packaging with all accessories, manuals, and parts with your receipt for either a full refund or exchange, subject to the Terms and Conditions below. You have thirty (30) days from the date you received the helmet to make a return. If you wish to change or cancel your pre-order before shipment, we will refund the full amount paid. All returns will be processed within thirty (30) days after cancellation and product has been returned.

If your helmet does not fit as you expected, please contact us via email at customercare@skullytechnologies.com to obtain an alternate liner package.

Terms and Conditions

- Items damaged, altered, or abused after delivery to the customer cannot be returned.   However, you may return or exchange helmets that have been damaged during delivery by reporting such damage to us at customercare@skullytechnologies.com within ten (10) days of receiving the item.
- "Make It Right" campaign helmets may not be returned for a refund.

Return Process

To return a helmet, please follow the steps below:

1. To start your return, please send us an email at customercare@skullytechnologies.com and include the following information:
    1. Your full name;
    2. Email address used to place the order;
    3. Product description;
    4. Whether you want a refund or an exchange;
    5. The address that the helmet was delivered to;
    6. The reason for the return/exchange;
    7. If the helmet has been damaged during delivery, please include photos of the damage in your email, if possible.
2. We will send you a prepaid return label.
3. Pack your helmet carefully, preferably using the packaging that it was shipped in, and mail it back to us using the prepaid return label.
4. Your refund will be credited back to the credit card used to purchase the item within thirty (30) business days of us receiving your return.

If your helmet arrives damaged, you must notify SKULLY within ten (10) days of its delivery. If possible, we ask that you take pictures of the helmet and areas of damage before

contacting us for assistance. We need as much information as possible to help you! Our complete Limited Warranty policy is always available for your reference.