

Cybershoes

Turn on: Press button on shoe
Turn off: Press and hold button on shoe for 6 seconds (until red light is visible)

Shoes indicate charging state when on.
Shoes charge when off as well but do not indicate.

Change channel (multiplayer only):

1. SHOES: Press the button for power on
- RECEIVER: connect with USB cable
2. wait for the 1 second LED light signal
3. wait until the 1 second LED signal goes off
4. then immediately press button and cycle through the color-coded channels. **Google Youtube: „Cybershoes frequency“**

Shoes and receiver must blink in the same color! If a shoe misses on receiver this shoe is set to the wrong channel.

Recommendations for bar stool and cable management: [> bar stools & cable management](http://cybershoes.io/support)

Cyberchair

If not already removed: remove cap from gas lift.



Cable management with cable retractor

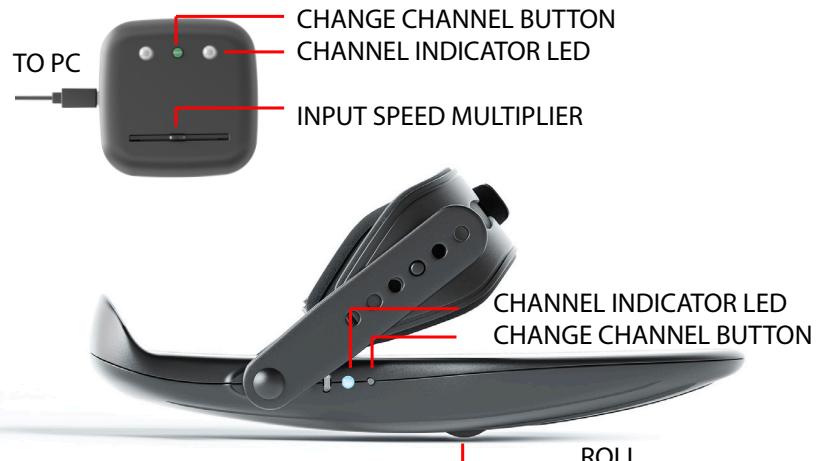
In the Cybershoes package you find a cable retractor. Attach it to a recommended tripod and with the **cable tie** to the VR cable: see cybershoes.io/support

Headset to retractor: 90cm / 35" (on cable)
Retractor to joint of tripod: 140cm / 55" (on cable)
Height of retractor: 210cm / 82" above ground

As an alternative you can mount the retractor to the ceiling or to a suspended wire or wooden batten.

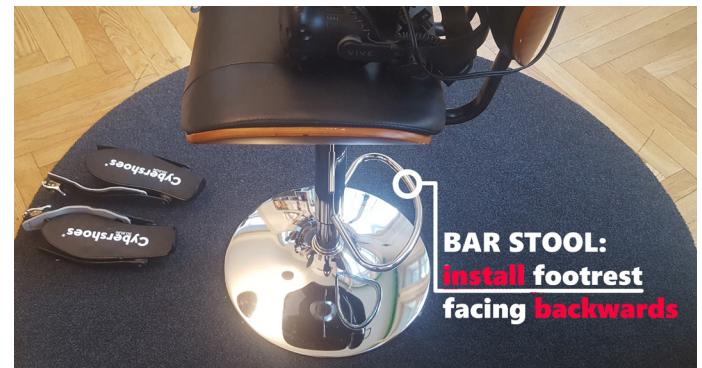


Quick reference guide
Find software, recommended accessories and tested games at cybershoes.io/support



Third party bar stool

Use gas lift that comes with cybershoes



Cable management with IKEA Regolit

Do not use the "last element" with the cable and lamp socket.



Cable management with AliExpress Ceiling suspension



A Step by Step Guide can be found on the STEAM Cybershoes store page, and on cybershoes.io/support

Before buying a game for use with Cybershoes, check the compatibility with your headset: cybershoes.io/games or open the **Cybershoes UI>GAMES**



Join the **Cybershoes Think Tank** facebook.com/groups/cybershoes for knowledge base and feedback.
Meet and play with Cybershoes peers: steamcommunity.com/groups/cybershoes

TROUBLE SHOOTING:

Check the shoe status in Cybershoes UI>CALIBRATION, **read GAME HINTS**.

If you can't walk, please load the community binding UI>HELP>START

Restart SteamVR/PC, reinstall steamVR. Disable Safe Mode. Reconnect headset.

Ask for help in the Facebook group.

Send us your VR system report to support@cybershoes.io How to: Cybershoes UI>HELP>CONTACT

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

Health and Safety Warnings (Excerpt)

Find the full version on cybershoes.io/warnings

Read and follow these Health and Safety Warnings and instructions. When you let other people play on your Cybershoes make sure to warn them, let them read these warnings and always supervise them as they are new to the system and cannot assess the danger properly.

Obvious and less obvious dangers:

Besides the obvious danger (very slippery sole of the Cybershoes), there are less obvious dangers present as well, e.g.: It is possible to fall over with the chair, respectively to fall off the chair. The use of VR can heavily impact sensations or strongly stress the brain. This may lead to very dangerous situations – especially conjunct with Cybershoes. Read and follow all further Health and Safety Warnings and instructions as well. Use Cybershoes at your own risk.

Walking, Standing:

Don't walk with the shoes around, don't stand up. The Cybershoes are very slippery and the risk to stumble or slip or fall is very high. Only wear them while being seated. Make sure there are no dangerous objects around you, meaning when you fall you do not fall onto a sharp edge. Clear all space around you. It is possible to lose balance.

Seated use:

Depending on the size of the mobile stand, it is possible to fall over with the chair, especially while being active in VR. It is also possible to fall off the chair. Do not completely forget yourself and your situation while using Cybershoes. Clear all space around you. When you fall, make sure you fall onto a soft surface.

3rd party bar stools:

We have tested bar stools with a mid-sized stand having a diameter of at least 41cm (16") at various conventions and trade shows. They are relatively safe. Out of 4000 users, 3 fell over with the chair. Each time it was a tall and extremely active person.

We recommend to use bar stools with a stand having a diameter of at least 55 cm (21½"). Please note that using a bar stool with a stand having a diameter of at least 55 cm (21½") still imposes risks, but these

risks are smaller as compared to using a bar stool with a stand having a diameter of less than 55 cm (21½").

You may also use bar stools with a smaller diameter as long as you are aware of the risks and adapt your movements to the lowered stability of the bar stool. **Some bar stools come with a very small stand, for example, with a diameter of 38cm (15"). Do not use them.**

The barstools that we recommend on our website have a mid-sized stand with a diameter in the range of 41-45 cm (16"-17¾").

We cannot be held responsible for using third party bar stools and resulting injuries and damages. Before usage, check if the diameter of the stand is 41cm (16") or more. When following our suggestion on how to modify the bar stool to work better with Cybershoes, you do it at your own risk.

Cybershoes Gaming Station bar stool aka Cyberchair:

The bar stool included in the Cybershoes Gaming Station has been optimized and tested for the use with Cybershoes but may not necessarily provide more safety than third party bar stools.

Cybershoes Arcade Edition and Cybershoes Business Edition:

The diameter of the steel base is 55cm (21½"). This diameter matches the effective diameter of regular office chairs. This diameter further reduces but does not eliminate the risk of overturning the chair. Overturning is very unlikely, and the carpet adds stability as well. The fact that we did not experience the case of falling over with the chair in extensive user tests when using a chair with a steel base of 55 cm (21½") and more does not exclude the possibility that this case may happen. In any case, it is still possible to fall off the chair.

Addiction:

Keep in mind playing Cybershoes with VR can be very addictive. Take breaks, be responsible for yourself and others. This device is not for children.

Do not use Cybershoes or a bar stool that is damaged or has parts that are loose.

Cybershoes GmbH

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