# See-LEVEL companion edition

Your breakthrough seasickness solution

#### 1 in 4 people suffer from seasickness

While not a life-threatening condition, seasickness can seriously impact the enjoyment of being at sea. Many sufferers simply avoid going on boats altogether.

#### What causes seasickness?

Seasickness occurs when our senses of sight, balance and movement send conflicting messages to the brain. In response, brains send out a cascade of stress-related hormones can lead to an extremely unpleasant combination of nausea, vomiting, cold sweats, anxiety and vertigo.

Seasickness varies from person to person – but once you've had it, you never forget it.

Vessel factors include:

Roll, heave, vessel design and sea state.

**Environmental factors include:** 

Temperature, smells and your location in the vessel.

**Human factors include:** 

Age, gender, ethnicity, what and when you have eaten, and anxiety levels.

# Harnessing technology to solve seasickness

See-LEVEL is a breakthrough solution that harnesses the power of Virtual Reality to alleviate seasickness.

By providing a 100% steady and immersive scene, the brain is calmed and seasickness symptoms disappear.

It takes on average 15 minutes for those suffering from seasickness to start feeling relief.

Once symptoms have cleared, people can remove the See-LEVEL headset and return to their normal enjoyment of the journey. If symptoms return, the headset can simply be put on again for further relief.

Seasickness is a condition that feels awful, but does naturally disappear over the course of a few days as people acclimatise to the vessel they're on. See-LEVEL rapidly speeds up the brain's ability to adapt, making even short journeys on the water a pleasure rather than something to fear.

#### Does See-LEVEL really work?

Yes. We have performed extensive testing on a wide range of individuals, vessel types and weather conditions. See-LEVEL works for approximately 80% of the situations where seasickness occurs.

In other words, See-LEVEL relieves seasickness for 4 out of 5 people and it is the **only** seasickness solution that can offer relief after symptoms have begun.

Generally, the quicker See-LEVEL is applied, the faster the relief.

#### Instructions and care

Always apply the sun protector when See-LEVEL is not in use or being charged.

Your See-LEVEL headset incorporates powerful magnifying lenses.

If these are exposed to direct sunlight, irreversible damage will

be done to the LCD screen inside.

Never leave your headset on a seat or table near a window without replacing the sun protector.

The sun protector also informs the headset that the device not in use. This enables it to go to sleep and aids battery life while protecting the lenses.

Sun damage is not covered under the product warranty



#### **Charging**

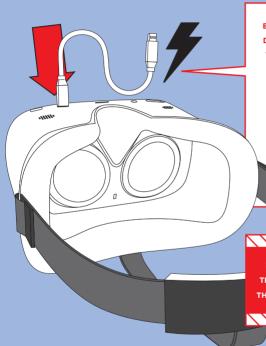
A full charge can take up to two hours. Only use a recommended charger with an amperage rating of 2.4A and above.

The battery for your See-LEVEL headset is located on the rear of the head strap and permanently attached.

This battery will last for approximately 1.5 hours of continuous usage. See-LEVEL can also remain in standby with the sun protector in place for many hours if needed.

The battery level is located inside the SeeLEVEL VR Scene on a clipboard at the base of the tree.

Avoid letting the battery go below 15%. When the battery level is very low the headset scene may malfunction until charged again.

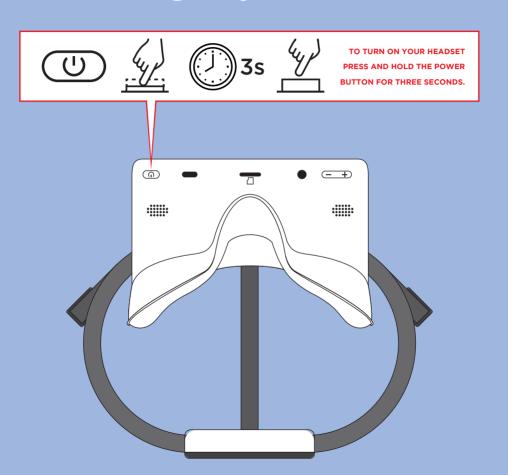


ENSURE HEADSETS ARE FULLY CHARGED BEFORE
DEPARTURE. TO CHARGE, CONNECT USB-C CABLE
TO CHARGING PORT ON FRONT UNDERSIDE AND
PLUG INTO AN APPROVED CHARGER.

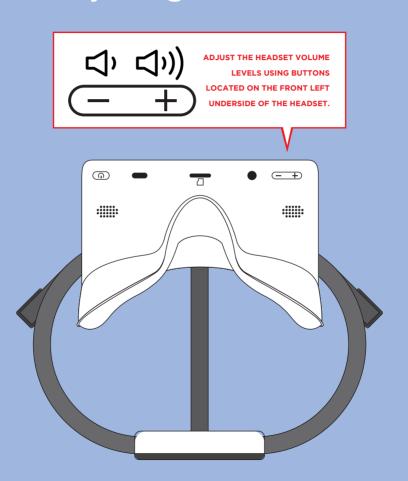


DO NOT ATTEMPT TO CHARGE HEADSETS WHILE THEY ARE IN THE STORAGE CASE OR WHILE IN USE. THE HEAT GENERATED WILL NOT DISSIPATE SAFELY.

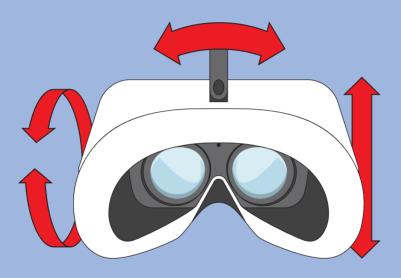
## **Turning on your headset**



# Adjusting the volume

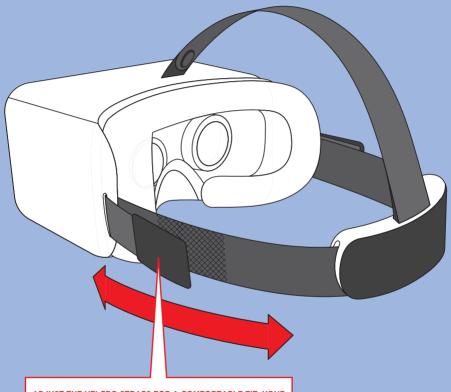


# Adjusting the focus



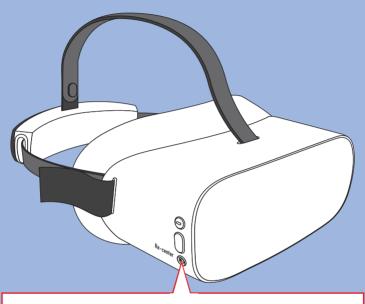
IF THE VR SCENE APPEARS OUT OF FOCUS TRY ADJUSTING
THE HEADSET UNTIL THE SCENE BECOMES CLEAR.

# **Adjusting the straps**



ADJUST THE VELCRO STRAPS FOR A COMFORTABLE FIT. YOUR HEADSET SHOULD NOT BE NEITHER TOO LOOSE NOR TIGHT.

## Re-Centering the scene





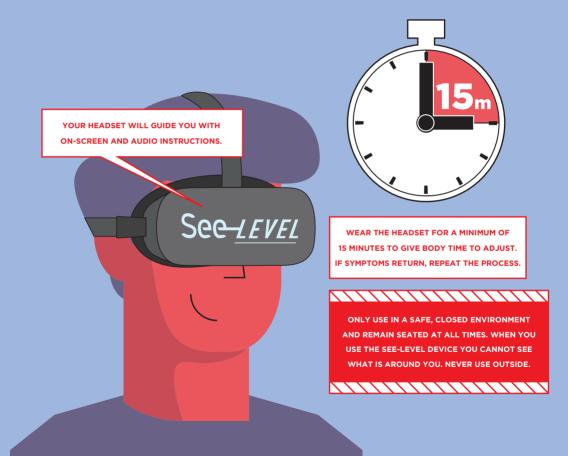


IMMEDIATELY AFTER THE HEADSET IS FIRST PLACED

ON THE HEAD PRESS THE RE-CENTER BUTTON TO
ALIGN THE SCENE. PRESS THE RE-CENTER BUTTON
AGAIN ANYTIME THE SCENE APPEARS DISTORTED
OR OFF-CENTRE, OR TO ADJUST TO THE PERSON

WEARING THE HEADSET LAYING DOWN.

### Follow the on-screen instructions



# Tips for preventing seasickness from reoccurring

While the See-LEVEL headset can be used repeatedly should symptoms reoccur, there are a few things you can do to try to avoid seasickness.

Find a safe area with a clear view of the horizon and focus your vision on this.

Keep to the middle of the vessel where there is less pitch, roll and heave.

Keep to the lower decks as there is less movement experienced.

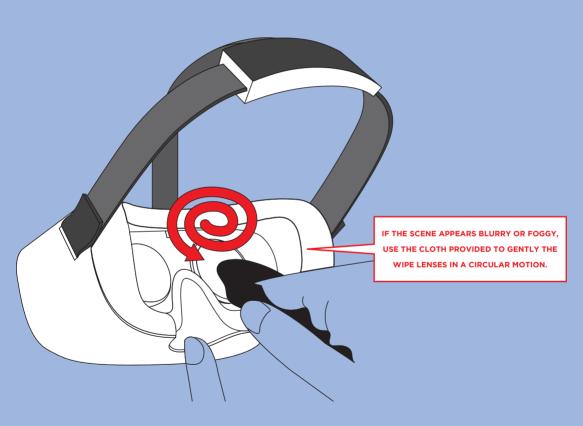
Choose a seat that faces to the bow or stern, sit up straight and keep your airways clear.

Avoid hot and stuffy areas.

Certain smells like food and diesel fumes can provoke seasickness.

Move away from food preparation areas.

# **Foggy lenses**



# Hardware troubleshooting guide

#### The scene is out of focus

If the scene is out of focus near the centre, move the headset up or down to get focal clarity.

#### The lenses are fogged

Condensation on the lenses may happen for two reasons:

- (1) The headset was moved from a cold to a warmer environment
- (2) You are experiencing perspiration on your face

Use the lens cloth provided to gently dry the lenses.

#### There is an overheating message

This may be due to a number of reasons:

- (1) Excessive use of headset in warm conditions
- (2) Headset has remained on because proximity sensor is covered
- (3) Battery life is low
- (4) Headset is being used in a high heat environment

#### The battery does not fully charge

Check that the correct charger is being used.

Always use a 2.1A 5Vdc USB charger. (Older phone USB chargers look the same, but do not have enough power to charge the headset.)

#### Should I leave my glasses on?

Yes, your See-LEVEL headset is designed to work perfectly with eye glasses up to 160mm in diameter.

For further help please visit support.see-level.com or email support@see-level.com.

#### **Disclaimer**

The See-LEVEL product is **not** a medical device or treatment.

See-Level Limited (including Motion Research Limited, its directors, agents and employees) does not give any warranty, make any representation or furnish any guarantee to end users in respect of See-Level product, its use and its effectiveness.

"The See-Level product must be used strictly in accordance with end user directions and recommendations. The end user indemnifies and holds harmless See-Level Limited (including Motion Research Limited, its directors, agents and employees) from any direct, indirect, special and / or consequential damages or losses (of whatsoever nature and howsoever arising, whether in tort, contract or otherwise) arising from the use of the See-Level product".

#### **Upgrading your See-LEVEL headset:**

Periodically we enhance the See-LEVEL scene. You can take advantage of these upgrades by visiting **www.upgrade.see-level.com** for instructions



(+64) 3 365 1600 info@see-level.com www.see-level.com www.support.see-level.com