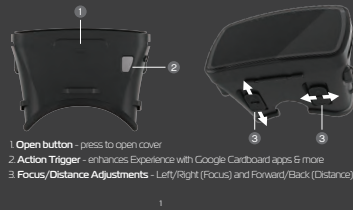


Welcome! You are now about to embark on an amazing VR experience!

1

**IMPORTANT PARTS & FEATURES**



1. **Open button** - press to open cover
2. **Action Trigger** - enhances Experience with Google Cardboard apps & more experience
3. **Focus/Distance Adjustments** - Left/Right (Focus) and Forward/Back (Distance)

2



4. **Universal Phone Caddy** - for smartphones up to 6" wide
5. **Built-in Controls**
6. **Retractable Earbuds** for a true, immersive experience
7. **3-Point Adjustable Strap** - comfortable and secure
8. **Power Cube** - to launch Killing Zombicide game!
9. **Game Controller** - designed for comfort and pre-mapped to game

**CHARGING YOUR VR HEADSET**

The battery must be fully charged prior to use. It takes approximately 1.5 hours to fully charge your VR Headset (from depleted unit).

Indicator Light **RED** - unit charging  
Indicator Light **BLUE** - unit fully charged

**Via AC Adapter/Wall Charger:**

Using the provided Micro USB cable, connect your VR Headset (Micro USB port) to the AC Adapter (USB port) - not included.



Micro USB Port for Charging

3

**STEP 1 DOWNLOAD APP**

**WORKS WITH VR APPS**



- Download our **Dream360** app for Android from the Google Play Store (coming soon for iOS).
- Go to **Dream360.com**
- Browse through the hand selected apps and download to device.
- Note: For more apps, search your app store for VR apps.

**STEP 2 PLACE MOBILE DEVICE\***

\* Remove phone from case; fits up to 6" wide (without a case)



- Open the app on your device.
- Open the cover by pressing the OPEN button. Place your mobile device as shown above.
- Make sure the spill line is correctly aligned with the center mark. Close cover.

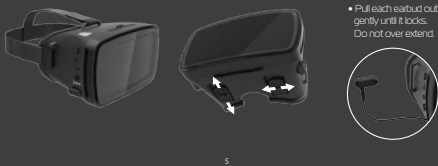
4

**STEP 3 WEAR THE VR HEADSET**

- Adjust the straps to fit your head.

- Adjust focus (left/right) and distance (forward/back) for the best image.

- For the ultimate VR experience, use the retractable earbuds.
- Pull each earbud out gently until it locks. Do not cover extend.



5

**BUILT-IN CONTROLS**



**VOL + / NEXT**

Press and hold to increase the volume. Quickly press once to go forward.

**VOL - / PREVIOUS**

Press and hold to decrease the volume. Quickly press once to go back.

**PLAY / PAUSE**

Press lx to start. Press lx again to pause.

Built-in controls do not have the functionality of a game controller. The built-in controls enable the user to Start, Stop, Fast Forward, Rewind, Pause and Skip for a particular app as well as for music.

**PLEASE NOTE** - Not all apps will work with built-in controls. Please check the app/operating system you are using to determine the functionality of the built-in controls.

6

**VR Bluetooth PAIRING INSTRUCTIONS**

Make sure the Bluetooth function is available on your mobile phone. Specific pairing procedures may be different depending on the device. For detailed information, please refer to the User Guide for your cell phone.

- The battery in the VR Headset must be fully charged prior to use. If the battery is low, the indicator light will flash RED.
- 1. Keep the distance between the mobile phone and the VR Headset within 3 feet (for pairing only).
- 2. Press and hold the (ON) to turn the VR Headset ON.
- 3. Activate the Bluetooth function on your mobile phone to search for Bluetooth devices. The indicator light on the VR Headset will start flashing BLUE / RED to begin pairing. Look for and select "Dream Vision VR" in the device display list.
- 4. When Bluetooth pairing is successful, the indicator light will flash BLUE.
- 5. Your VR Headset is now ready for use.
- If no device connection is made within 5 minutes of the VR Headset switched on, the VR Headset will automatically switch off to save power.
- After a successful pairing, devices will memorize each other and automatically pair the next time.

7



8

**Bluetooth GAME CONTROLLER** iOS and Android Compatible



360° ROCKER

POWER ON / OFF (Press and Hold)

Trigger Buttons

9

**Bluetooth GAME CONTROLLER PAIRING INSTRUCTIONS**

Make sure the Bluetooth function is available on your mobile phone. Specific pairing procedures may be different depending on the device. For detailed information, please refer to the User Guide for your cell phone.

- Make sure to install 2 AAA Batteries inside the VR Controller (batteries not included). Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (Ni-Cad, Ni-Mh, etc.) batteries.
- 1. Keep the distance between the mobile phone and the VR Controller within 3 feet (for pairing only).
- 2. Press and hold the (ON) to turn the VR Controller ON.
- 3. Activate the Bluetooth function on your mobile phone to search for Bluetooth devices. The indicator light on the VR Controller will start flashing BLUE to begin pairing. Look for and select "DV Controller" in the device display list.
- 4. When Bluetooth pairing is successful, the indicator light will stop flashing.
- 5. Your VR Controller is now ready for use.
- If no device connection is made within 5 minutes of the VR Controller switched on, the VR Controller will automatically switch off to save power.
- After a successful pairing, devices will memorize each other and automatically pair the next time.

**FAQs**

- Q: VR image is blurry**  
**A:** Check the smart phone screen line is lined up to the center. If phone screen is properly centered, adjust focal distance and object distance until images become clear.
- Q: Action button does not work.**  
**A:** The action button is app specific. It does not work with all apps. It is up to the app developer to make it work with their app.
- Q: VR Controller does not control the game.**  
**A:** The included VR controller is programmed to work with most iCade & Android games. Due to different developing methods and protocols, it is not compatible with all games. Please contact the game developer to find out if this controller is supported.

**NOTE:** We cannot guarantee controller compatibility to any games or apps.

**PRECAUTIONS**

- Do not drop VR unit as it may damage the device.
  - Avoid any strong impact to VR unit as this may damage the device.
  - Do not pull apart or disassemble the VR unit in any way.
- Works for people with Myopia 600° or less.

10

**TECHNICAL SPECIFICATIONS**

|   |   |
|---|---|
| <b>Product Name:</b> 3-D VIRTUAL GLASSES                    | <b>Focal Distance:</b> Adjustable                           |
| <b>Model:</b> VR PRO GEN 2                                  | <b>Object Distance:</b> Adjustable                          |
| <b>Material:</b> ABS  | <b>Dimensions:</b> 7.45" x 4.51" inches                     |
| <b>Resolution:</b> Based on the video source                | <b>Frequency Response:</b> 20Hz - 20kHz                     |
| <b>Color Bit:</b> Based on the video source                 | <b>Resistance:</b> 320.25% Sensitivity, -58.13dB            |
| <b>HD Lens:</b> 42mm diameter                               | <b>Frequency Range:</b> 30-85000 Hz                         |
| <b>Zoom:</b> 15-2x  | <b>Earbuds:</b> This is an optional                         |
| <b>Viewing Angle:</b> 70°-90° degrees                       | <b>Input Interface:</b> Bluetooth                           |
| <b>Fits Phone Screen Size:</b> 3.5-6 inches                 | <b>Retractable Earbuds Pull-out Cable Length:</b> 15 inches |
| <b>Compatibility:</b> Supports Android and iOS smart phones | <b>Cushioning materials:</b> Foam + Vinyl                   |
| <b>Virtual Viewing:</b> Simulates 100 inch screen display   |   |

11

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.

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

**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.

12

13

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