

Contents of Box:

TV with NUC (miniature gaming PC) attached TV stand TV stand base plate VZ sensor VZ Button (wireless game control) Acer WinMR headset M8x12 flat head hex screws (6) 5mm hex wrench



- Attach the TV stand base plate using the 6 hex screws, and the hex wrench provided. Two are inserted from the bottom, 4 from the top. Carefully lift the stand upright.
- 2 Hang the TV on the TV stand being careful to keep it close to centered, but not on the stand power plugs.
- Using a Phillips head screwdriver tighten the screws underneath to prevent the TV from coming off the TV stand.
 - Plug in power cords for the TV and NUC. Plug the main power cord into a wall outlet.
- 5 Attach the Acer WinMR headset to t he back USB and HDMI ports on the NUC. Place the TV with stand in front of a stationary bike. Estimate the length of HMD cord needed to reach the player. Coil any extra cord length and hang it behind the TV to prevent it getting wound around the pedals.
- 6 A USB extender is tucked up into the wiring for shipment. For optimal connectivity to the sensor it should pulled out to hang loose below the T.V.
 - Attach VZ Sensor to the stationary bike crank, preferably facing inwards to reduce chance of being caught by foot, but only if there is enough room between crank and bike housing over entire pedal rotation.



Attach the VZ Button to the handlebar in a location comfortable for user's thumb to hit the A button. The A button should be at the top.



- Turn on the TV, then turn on the NUC.
- Wait for VZfit app to boot up for a minute until you see a video playing on the TV.
- **11** Sit on the stationary bike and wear the Acer WinMR headset.



- Pedal to connect VZ Sensor to the game when prompted.
- Look down and press the A button on VZ Button to recenter when prompted.
- Choose an available Wifi Network when game asks.
- **15** If you didn't choose the lifetime VZfit membership when ordering, please go to **vzfit.com** when asked to choose a monthly or yearly membership.
 - 6 Choose DEMO for your first time.
- 17 After the DEMO, choose the workouts and options you desire.

Usage:

VZfit is designed to be left on all day every day. By default it turns off the VZfit program and Windows MR headset to rest the NUC and screens between the hours of 2 am and 8 am. VZfit program updates will be delivered to the NUC automatically during this time.

The VZfit program has been delivered with the username and email you provided when ordering it. You can login to **vzfit.com** with that username to customize options such as your Weekly Spin Goals and Fitbit integration. Your vzfit.com account also tracks coin earnings, avatar upgrades, fitness goal achievements that you see in the VZfit program. You can create separate free vzfit.com accounts for each member of your family.

If your bike will have multiple users in a shared location, you can also enable Guest Mode for your account, in which user changes to settings like Music and Volume in the game won't affect your default settings, and the VZfit program will return to its new user screen after 2 minutes of inactivity. Guest users will always be asked once to go through tutorials before proceeding to "moderate" or "intense" VR workout selections, and they can also login temporarily with their own vzfit.com accounts.

The Acer WinMR headset is designed to be shared. It's light and the visor hinges upward. The VZfit comes with replacement face guards. Users may also want to wipe the face guard down with sanitary wipes. We recommend you keep these nearby.

Requirements:

The Acer WinMR headset requires a well-lit environment, preferrably with some stable contrast in order to track your head's movement. If you set up in a dark room, you will not get good motion tracking. If you set up facing a featureless white wall, or in the middle of a crowded dance floor you may likewise experience poor tracking. If you set up in a well lit room with some furnishings and decor on the walls, you should be fine.

VZfit is intended for use with stationary exercise bikes, not with bicycles on trainers. The gameplay requires leaning from side-to-side, and trainers are not designed to be stable under those conditions.

VZfit requires simple web access for content updates, saved workout data, license refreshing, and remote support. It can be played offline for a period of time without license refreshing in case of network outages. Head-to-head workouts optionally require TCP port 843 and UDP ports 5055-5058 open on your firewall.

Support:

If there is any problem with running VZfit, turn the NUC off, wait 5 seconds for power light to darken, then turn the NUC back on and wait until the VZfit logo appears again. If that doesn't fix your problem please contact **support@virzoom.com**.

The VZ Sensor and VZ Button are battery powered and should last 45 connected hours before needing to be replaced. This equates to 6 months of light use (~2 hours per week), or 1 month of heavy use (~11 hours per week). See the VZ Sensor packaging for battery replacement instructions.

Optional Accessories



Fan. Attach the fan (if desired) to the handle at the top of the TV. A power plug will be found on the left hand side of the display facing upward for use with the fan.

PC cable lock See instructions below.

Wheels and handle Ships installed. Rock n' Roll.

Wet wipe holder.

Attach the wet wipe holder (if desired) using the #14 screws and washers found on the side of the stand. Use the enclosed #2x8 Philips screwdriver. We recommend sliding the screwdriver through the opposite holes, and attaching it with the 1st and 5th row of holes.



This image sequence describes how to attach the PC cable lock. First feed the looped end through a hole on the TV stand.











Feed the rest of the cable through the loop.

For the locked end you will need to pry the cable holder off the lock, place the HMD cable inside it.

Then firmly push the lock back onto the ring.

Then, with the key turned in the lock, feed the male end of the lock into the hole on the top of the PC marked with a padlock icon.

Turn the key to lock it in place.