TERMS OF USE & DISCLAIMER FOR THE VIRTUAL REALITY EXPERIENCE

1. The use of VR headsets and the associated VR experience is at your own risk. DARUM (Victoria Halper & Kai Krösche) assume no liability for physical, mental, or material damages and/or consequential damages resulting from the use of the provided equipment. Visitors are advised to handle the provided technology with due care.

2. [EOL] End of Life has been developed to minimize the occurrence of so-called motion sickness as much as possible. Special care has been taken to ensure that, with few and deliberately considerate exceptions, the movements within the virtual reality align with movements in the real world. However, it cannot be ruled out that using VR headsets may cause motion sickness in individual cases. This phenomenon is akin to seasickness or general motion sickness and may include the following symptoms:
    - Nausea
    - Disorientation or dizziness
    - Impaired balance or coordination
    - Eye strain, changes in visual perception, and visual anomalies
    - Severe fatigue
    - Excessive sweating, increased salivation
    - Muscle twitches, cramps, involuntary movements
    - Other symptoms similar to motion sickness

    Should you experience one or more of these symptoms or any other discomfort, please signal immediately by raising your hand. On-site staff will assist in removing the headset. Seating and drinking water will be provided.

3. In some particularly severe cases, symptoms may persist or worsen for hours after use. It is recommended to allow sufficient time after the VR experience to adjust to the real world and altered lighting conditions. Until symptoms fully subside, avoid driving, operating heavy machinery, or engaging in visually or physically demanding activities that require undisturbed balance or hand-eye coordination.

4. Please refrain from participating in the VR experience under the following conditions or consult your doctor in advance:
    - Pregnancy
    - Influence of alcohol or drugs of any kind
    - Lack of sleep or fatigue
    - Emotional stress, anxiety, or psychiatric disorders
    - Epilepsy
    - Severe illnesses (e.g., heart conditions)
    - Existing anomalies in visual perception, particularly binocular vision
    - Symptoms such as headaches, migraines, or nausea
    - Balance disorders

5. Note that the VR headset's emission of radio waves may interfere with medical devices (e.g., pacemakers, hearing aids, defibrillators). If you have such a device, consult your doctor beforehand and immediately stop using the headset if you notice device malfunctions.

6. The focus of the VR performance is exploring the virtual landscape. You will not encounter any jump scares. The movement area is confined by the VR headset. Safety

mechanisms within the experience visualize the boundaries of the safe zone and alert the audience with an acoustic signal when leaving this zone. Remain within the visible boundaries and heed the signals to prevent tripping or collisions with others.

7. The use of VR headsets by individuals with contagious illnesses or infections, particularly affecting the eyes, skin, or scalp, is prohibited. For hygiene purposes, headsets are cleaned and disinfected by staff after each use.

8. Wear flat footwear, if possible, to ensure direct contact with the ground. The use of VR headsets is discouraged for children under 10 years old.

9. Glasses wearers are encouraged to wear their glasses under the VR headset, provided the glasses are not excessively large (in such cases, contact lenses are recommended).

10. Some scenes include flashing or strobing lights, as well as loud sounds and music.

11. The VR performance addresses themes such as death, severe illness, natural disasters, and suicide.

12. Although the virtual reality only consists of artificial images projected before the audience's eyes, some immersive scenes may evoke feelings of confinement or claustrophobia.