



Product and Regulatory Guide,
Limited Warranty & Agreement

XBOX ONE PRODUCT GUIDE, LIMITED WARRANTY & AGREEMENT

For Xbox One console, Kinect for Xbox One sensor, and accessory product manuals, go to xbox.com/xboxone/support/manual. **Kinect for Xbox One sensor and adapter may be sold separately.**

IMPORTANT PRODUCT SAFETY AND WARRANTY INFORMATION

This symbol identifies safety and health information in this product guide

Read this guide for important safety and health information for the product that you have purchased.

WARNING:

Failure to properly set up, use, and care for the Xbox One console and Kinect for Xbox One sensor can increase the risk of serious injury, death, property damage, or damage to the product or related accessories. Read this product guide for important safety and health information or go to xbox.com/xboxone/manual.

AGREEMENT TO XBOX ONE LIMITED WARRANTY & AGREEMENT AND SOFTWARE LICENSE TERMS

You must accept the Microsoft Services Agreement at microsoft.com/msa, the software license terms at xbox.com/xboxone/slt, and the Limited Warranty & Agreement at xbox.com/xboxone/warranty for your Xbox One console, Xbox accessories and/or Kinect for Xbox sensor. By purchasing or using the Xbox One console, Xbox accessories and/or Kinect for Xbox One sensor, you agree to be bound by these terms. Please read them. If you do not accept them, do not set up or use your Xbox One console, Xbox accessories and/or Kinect for Xbox One sensor and return the Xbox product to Microsoft or your retailer for a refund.

INITIAL CONSOLE SETUP AND UPDATES

You must connect to the Internet for initial console setup and updates before you can play offline (broadband Internet recommended [1.5 mbps down/768 kbps up]). Microsoft account and account on Xbox Live in an Xbox One-supported Xbox Live country/region required for initial setup and updates and for some features; ISP fees apply). For answers to questions about console setup, troubleshooting steps, and Xbox Customer Support contact information, visit support.microsoft.com.

USE WITH INFRARED DEVICES

The Kinect sensor may interfere with or degrade operation of infrared devices, including remote controls and 3D glasses. If you notice interference or reduced range, please try repositioning the Kinect sensor or infrared device. If a Kinect sensor will be used, an Xbox One adapter will be required.

ELECTRICAL SAFETY

WARNING

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock, fire, or damage to the Xbox One console or Kinect sensor.

AC-Powered Devices

Select an appropriate power source for your Xbox One console:

- Use only AC power cord that came with your console or that you received from an authorized repair center. If you need a replacement AC power cord, you can find Xbox Customer Support contact information at support.microsoft.com.
- Confirm that your electrical outlet provides the type of power indicated on the console (in terms of voltage [V] and frequency [Hz]). If you are not sure of the type of power supplied to your home, consult a qualified electrician.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Use only AC power provided by a standard wall outlet.
- Do not overload your wall outlet, extension cord, power strip, or other electrical receptacle. Confirm that they are rated to handle the total current (in amps [A]) drawn by the Xbox One console (indicated on the console) and any other devices that are on the same circuit.

CAUTION: Cables and Cords

To reduce potential trip hazards or entanglement hazards, arrange any cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area and do not allow children to play with cables and cords.

To avoid damaging the power cord and console:

- Protect power cords from being walked on or crushed.
- Protect cords from being pinched or sharply bent, particularly where they connect to the power outlet and the console.
- Do not jerk, knot, sharply bend, or otherwise abuse power cords.
- Do not expose power cords to sources of heat.

- Keep children and pets away from power cords. Do not allow them to bite or chew on them.
- When disconnecting power cords, pull on the plug, do not pull on the cord.

If a power cord becomes damaged in any way, stop using it immediately. Visit support.microsoft.com for Xbox Customer Support contact information. Unplug your Xbox One console during lightning storms or when unused for long periods.

BATTERY POWERED DEVICES

WARNING: Battery Safety

The following precautions apply to all products that use disposable or rechargeable batteries including lithium polymer. Improper battery use may result in serious injury, death, property damage, or damage to the product or related accessories as a result of battery fluid leakage, fire, overheating, or explosion. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns, and is harmful if swallowed. To reduce the risk of injury:

Keep batteries out of reach of children.

Remove the batteries if they are worn out or before storing your device for an extended period. Always remove old, weak, or worn-out batteries immediately and recycle or dispose of them in accordance with local and national/regional disposal regulations.

If a battery leaks, remove all batteries by reversing the installation steps provided for this product, being careful to keep the leaked fluid from touching your skin or clothes.

If fluid from the battery contacts skin or clothes, flush skin with water immediately. Before inserting new batteries, thoroughly clean the battery compartment with a dry cloth, or follow the battery manufacturer's recommendations for cleanup.

- Do not crush, open, puncture, mutilate, heat above 35°C (95°F) apply direct heat to, or dispose of batteries in fire.
- Do not mix new and old batteries or batteries of different types (for example, carbon-zinc and alkaline batteries).
- Do not allow metal objects to touch the battery terminals on the device; they can become hot and cause burns.
- Do not carry or place batteries together with necklaces, hairpins or other metal objects.
- Do not leave a battery-powered device in direct sunlight for an extended period, such as on the dash of a car during the summer.
- Do not immerse batteries in water or allow them to become wet.
- Do not connect batteries directly to wall outlets or car cigarette-lighter sockets.
- Do not attempt to connect to the battery terminals unless using a Microsoft approved host device.
- Do not strike, throw, step on, or subject batteries to severe physical shock.
- Do not pierce battery casings in any manner.

- Do not attempt to disassemble or modify batteries in any way.
- Do not recharge batteries near a fire or in extremely hot conditions.

USE AND CARE OF YOUR XBOX ONE CONSOLE

WARNING: Do Not Attempt Repairs

Do not attempt to take apart, open, service, or modify the Xbox One console, Kinect sensor or accessories. Doing so could present the risk of electric shock, fire or other hazard, or damage to your Xbox One console, Kinect sensor or accessories. Evidence of any attempt to open and/or modify the Xbox console, Kinect sensor or accessories, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty and render the Xbox One, Kinect sensor or accessories ineligible for authorized repair. Modifying your console can result in a permanent ban from Xbox Live, which is required for game play and some other console uses.

WARNING: Do not allow the console, battery pack, or sensor to become wet

To reduce the risk of fire or shock, do not expose the console or sensor to rain or other types of moisture.

Use in accordance with these instructions:

- Do not use near any heat sources.
- Do not position the console vertically, unless using an official Microsoft approved stand.
- Only use attachments/accessories specified by Microsoft.
- Disconnect the console from electrical power to prevent the console from being turned on and off or the disc from being ejected during cleaning.
- Clean the outside of the Xbox One only. Make sure that no objects are inserted into ventilation openings.
- Use a dry cloth—do not use abrasive pads, detergents, scouring powders, solvents (for example, alcohol, gasoline, paint thinner, or benzene), or other liquid or aerosol cleaners.
- Do not use compressed air.
- Do not use DVD head cleaner devices.
- Do not attempt to clean connectors.
- Clean the console feet and the surface on which the Xbox One rests with a dry cloth.

Avoid smoke and dust

Do not use the console in smoky or dusty locations. Smoke and dust can damage the console, particularly the optical disc drive.

Disc use

To avoid jamming the disc drive and damaging discs or the console:

- Remove discs before moving the console.
- Never use cracked discs. They can shatter inside the console and jam or break internal parts.

- Always return discs to their storage containers when they are not in the disc drive. Do not store discs in direct sunlight, near a heat source, or on your Xbox One. Always handle discs by their edges. To clean game and other discs:
 - Hold discs by the edges; do not touch the disc surface with your fingers.
 - Clean discs using a soft cloth, lightly wiping from the center outward.
 - Do not use solvents; they can damage the disc. Do not use disc-cleaning devices.

Metallic objects and stickers

Do not place metallic items or stickers near or on the Xbox One, as they can interfere with controller, networking, and eject and power buttons.

CAUTION:

Stationary images in video games can “burn” into some TV screens, creating a permanent shadow. Consult your TV owner’s manual of manufacturer before playing games.

PLAY SPACE

WARNING: Gameplay with your Kinect sensor may require varying amounts of movement. To reduce the risk of injury or property damage, take the following precautions before playing:

- Make sure you have enough space to move freely.
- Look in all directions (right, left, forward, backward, down, and up). Make sure there is nothing you might trip on—toys, furniture, or loose rugs, for example.
- Make sure your play space is far enough away from windows, walls, stairs, etc.
- Be aware of children and pets in the area. If necessary, move objects or people out of the play space.

While playing:

- Stay far enough away from your TV to avoid contact.
- Keep enough distance from other players, bystanders, and pets. This distance may vary between games, so take account of how you are playing when determining how far away you need to be.
- Stay alert for objects or people you might hit or trip over. People and objects can move into the area during play, so always be alert to your surroundings.
- Make sure you always have good footing while playing:
- Play on a level floor with enough traction for game activities.
- Make sure to use proper footwear for gaming or are barefoot, if appropriate. Do not wear high-heels, flip-flops, etc.

Don't overexert yourself

Gameplay with the Kinect sensor may require varying amounts of physical activity.

Consult a doctor before using the sensor if you have any medical condition or issue that affects your ability to safely perform physical activities, or if you:

- are or may be pregnant,
- have heart, respiratory, back, joint, or other orthopedic conditions,
- have high blood pressure,
- have difficulty with physical exercise, or
- have been instructed to restrict physical activity.

Consult your doctor before beginning any exercise routine or fitness regimen that includes using the Kinect sensor.

Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Take breaks periodically

Stop and rest if your muscles, joints, or eyes become tired or sore.

If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY and consult a doctor.

PLAY HEALTHY

WARNING: Important Health Warnings about Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye, or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit or stand farther from the TV screen.
- Use a smaller TV screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.
- If you or any of your relatives have a history of

seizures or epilepsy, consult a doctor before playing.

Musculoskeletal Disorders

Use of game controllers, keyboards, mice, or other electronic input devices may be linked to serious injuries or disorders. When playing video games, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL, even if symptoms occur when you are not playing a video game. Symptoms such as these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, blood vessels, and other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendonitis, tenosynovitis, vibration syndromes, and other conditions.

While researchers are not yet able to answer many questions about MSDs, there is general agreement that many factors may be linked to their occurrence, including medical and physical conditions, stress and how one copes with it, overall health, and how a person positions and uses their body during work and other activities (including playing a video game).

Some studies suggest the amount of time a person performs an activity may be a factor.

Some guidelines that may help you work and play more comfortably and possibly reduce your risk of experiencing an MSD can be found in the Healthy Gaming Guide at xbox.com/xboxone/playhealthy. These guidelines address topics such as:

- Positioning yourself to use comfortable, not awkward, postures.
- Keeping your hands, fingers, and other body parts relaxed.
- Taking breaks.
- Developing a healthy lifestyle.

If you have questions about how your own lifestyle, activities, or medical or physical condition may be related to MSDs, see a qualified health professional.

WARNING: Choking Hazard

This device may contain small parts that may be a choking hazard to children under 3. Keep small parts away from children.

Make sure children play safely

Make sure children using any Xbox One accessory together with the Xbox One console and Kinect sensor play safely and within their limits, and make sure that they understand proper use of the system.

Avoid glare

To minimize eyestrain from glare, try the following:

- Position yourself at a comfortable distance from your television or monitor and the Kinect sensor.

- Place your television or monitor and Kinect sensor away from light sources that produce glare, or use window blinds to control light levels.
- Choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity.
- Adjust your television or monitor brightness and contrast.

CAUTION: Prevent the console from falling

If the Xbox One falls and hits someone, especially a small child, it could cause serious injury. To reduce the risk of such injuries and damage to the Xbox One console, set up the Xbox One according to these instructions. Place the console on a surface that:

- Is flat and level.
- Is stable and not likely to tip over.
- Allows all four feet of the console to be in contact with the surface.
- Is not likely to allow the console to slip or slide off.
- Is clean and free of dust and debris.

Position your Xbox One

Your console should only be used in the horizontal position. If vertical positioning is desired, an official Microsoft approved stand must be used. If you need to change the location of your console, remove discs, power down the system and remove all cables before moving the console.

Prevent the console from overheating

Do not block any ventilation openings on the console. Do not place the console on a bed, sofa, or other soft surface that may block openings. Do not place the console in a confined space, such as a bookcase, rack, or stereo cabinet, unless the space is well ventilated.

Do not place the console near any heat sources, such as radiators, heat registers, stoves, or amplifiers.

Using the Xbox One in an environment where the external temperature varies widely and quickly might damage the console. When moved to a location with a temperature difference of 20 degrees or more from the previous location, allow the console to come to room temperature before turning it on. The console's operating temperature is +5°C (+41°F) to +35°C (+95°F).

WARNING: Hearing Safety

Extended exposure to high sound volumes when using a headset may result in temporary or permanent hearing loss. To reduce the risk of hearing loss, set the volume loud enough to hear clearly in quiet surroundings, and no louder.

- Do not increase the volume after you start listening. Your ears can adapt over time so that high volume sounds normal, but the high volume may still damage your hearing.
- Do not increase the volume to block out outside noise. The combination of outside noise and sound from your headphones can damage

your hearing. Sealed or noise-canceling headphones can reduce outside noise so that you don't have to turn up the volume.

- If you can't understand someone nearby speaking normally, turn down the volume. Sound that drowns out normal speech can damage your hearing. Even with sealed or noise-canceling headphones, you should be able to hear nearby people speak.

Minimize your time listening to loud sound.

- The more time that you spend exposed to high sound volumes, the more likely you are to damage your hearing. The louder the sound, the less time that is required to damage hearing.
- At maximum volume, listening to music on the device with headphones can permanently damage your hearing in 15 minutes. Even lower volumes can damage hearing if you are exposed to it for many hours. All of the sound that you are exposed to during a day adds up. If you are exposed to other loud sound, it takes less time listening at high volumes to cause hearing damage.
- To safely use the device without a time limit, keep the volume low enough that you can carry on a conversation with people nearby.

⚠ CAUTION: Personal Medical Devices

Radio-frequency emissions from electronic equipment can negatively affect the operation of other electronic equipment, causing them to malfunction. Although the device is designed, tested, and manufactured to comply with regulations governing radio frequency emission in countries such as the United States, Canada, the European Union, and Japan, the wireless transmitters and electrical circuits in the device may cause interference in other electronic equipment. Always take the following precautions:

Persons with pacemakers

- The Health Industry Manufacturers Association recommends that a minimum separation of 6 inches (15 cm) be maintained between a wireless device and a pacemaker to avoid potential interference with the pacemaker.
- Wireless devices should not be carried in a breast pocket.
- If you have any reason to suspect that interference is occurring, turn the device off immediately.

Other medical devices

If you use any other personal medical device, contact the medical device manufacturer or your physician to determine whether it is appropriate for you to use other electronic devices near your medical device.

LIMITED WARRANTY

This Limited Warranty ("Warranty") is granted to You by Microsoft Ireland Operations Limited, Blackthorn Road, Sandyford Industrial Estate, Dublin 18, Ireland ("Microsoft").

BY USING YOUR XBOX ONE OR ACCESSORY, YOU AGREE TO THIS WARRANTY. BEFORE SETTING IT UP, PLEASE READ THIS WARRANTY CAREFULLY. IF YOU DO NOT ACCEPT THIS WARRANTY, DO NOT USE YOUR XBOX ONE OR ACCESSORY. RETURN IT UNUSED TO YOUR RETAILER OR MICROSOFT FOR A REFUND. Contact Microsoft at <http://www.support.xbox.com>.

This Warranty is distinct from any statutory product warranties owed by retailers and/or manufacturers under any national law applicable to You. It is intended to grant You specific, and as the case may be, additional rights, within the limits of what is permissible under such law, and not to restrict your rights under applicable statutory product warranty provisions. It cannot be transferred to any third party.

1. Definitions

When used in this Warranty, the following terms will be deemed to mean:

- "Xbox One" means a new Xbox One console and Kinect Sensor purchased from an authorized retailer.
- "Accessory" means a new Microsoft branded Xbox 360 or Xbox One hardware accessory purchased from an authorized retailer.
- "Warranty Period" for Xbox One means one (1) year from the date You purchased it; and for Accessories, means 90 days from the date You purchased it, subject to article 2 below.
- "You" means the original end-user.
- "Normal Use Conditions" means ordinary consumer use under normal home conditions according to the instruction manual for the Xbox One or Accessory.

2. Duration

Without prejudice to any statutory warranty to which You may be entitled under any local law applicable to You, and unless any such law provides for a longer term, Microsoft offers this Warranty, for a term of one (1) year from the purchase date of such Xbox One from an authorized retailer, and 90 days for Accessories purchased from an authorized retailer.

3. Territory

This Warranty will be valid in the following countries only: Austria, Belgium, Denmark, Finland, France, Germany, Italy, Netherlands, Norway, Portugal, Spain, Sweden, and Switzerland.

You acknowledge that specific export laws and regulations may apply to You depending on your country of residence and You agree to comply with all such laws and regulations if You export Your Xbox One or Accessory.

4. Warranty

- (a) During the Warranty Period, Microsoft warrants, only to You, that the Xbox One or Accessory will not malfunction under Normal Use Conditions.
- (b) Except for any statutory warranty which Microsoft may owe You under any local law applicable to You, this Warranty is the only guarantee, warranty or condition granted to You by Microsoft with respect to Your Xbox One or Accessory and any product manual(s) that may come with it. No one else may give any guarantee, warranty or condition on Microsoft's behalf.
- (c) IF YOUR LOCAL AND APPLICABLE LAW GIVES YOU ANY IMPLIED WARRANTY, INCLUDING AN IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ITS DURATION IS LIMITED TO THE WARRANTY PERIOD, UNLESS OTHERWISE PROVIDED BY SUCH LOCAL LAW.
- (d) If purchased in France, the following applies: Except for any statutory warranty which Microsoft may owe You under any local law applicable to You, this Warranty is the only guarantee, warranty or condition granted to You by Microsoft with respect to Your Xbox One or Accessory and any product manual(s) that may come with it. No one else may give any guarantee, warranty or condition on Microsoft's behalf. The provisions applicable to the statutory warranty are duplicated below:

Article 1641 du Code Civil
Le vendeur est tenu de la garantie à raison des défauts cachés de la chose vendue qui la rendent impropre à l'usage auquel on la destine, ou qui diminuent tellement cet usage que l'acheteur ne l'aurait pas acquise, ou n'en aurait donné qu'un moindre prix, s'il les avait connus.

Article 1648 (al. 1) du Code Civil
L'action résultant des vices rédhibitoires doit être intentée par l'acquéreur dans un délai de deux ans à compter de la découverte du vice.

Article L211-4 du Code de la Consommation
Le vendeur est tenu de livrer un bien conforme au contrat et répond des défauts de conformité existant lors de la délivrance.

Il répond également des défauts de conformité résultant de l'emballage, des instructions de montage ou de l'installation lorsque celle-ci a été mise à sa charge par le contrat ou a été réalisée sous sa responsabilité.

Article L211-5 du Code de la Consommation
Pour être conforme au contrat, le bien doit :
1° Être propre à l'usage habituellement attendu d'un bien semblable et, le cas échéant :

- correspondre à la description donnée par le vendeur et posséder les qualités que celui-ci a présentées à l'acheteur sous forme d'échantillon ou de modèle ;
- présenter les qualités qu'un acheteur peut légitimement attendre eu égard aux déclarations publiques faites par le vendeur,

par le producteur ou par son représentant, notamment dans la publicité ou l'étiquetage ;
2° Ou présenter les caractéristiques définies d'un commun accord par les parties ou être propre à tout usage spécial recherché par l'acheteur, porté à la connaissance du vendeur et que ce dernier a accepté.

Article L211-12 du Code de la Consommation
L'action résultant du défaut de conformité se prescrit par deux ans à compter de la délivrance du bien.

5. Process to obtain the Warranty Service

- (a) Before starting the warranty process, please use the trouble-shooting tips at <http://www.service.xbox.com>.
- (b) If the troubleshooting tips don't resolve Your problem, then follow the online process at <http://www.service.xbox.com> or call the Xbox customer service number for the country of your residence listed at <http://www.service.xbox.com>.
- (c) Before sending Your Xbox One or Accessory to Microsoft for service, make sure to keep a copy of any data You want to save, and delete anything You consider confidential. Microsoft is not responsible for Your data and may erase it.

6. Microsoft's Responsibility

- (a) After You return Your Xbox One or Accessory to Microsoft, Microsoft will inspect it.
- (b) If Microsoft determines that the Xbox One or Accessory malfunctioned during the Warranty Period under Normal Use Conditions, Microsoft will (at its option) repair or replace it, or refund the purchase price to You, unless a mandatory provision of any local law applicable to You provides otherwise. Repair may use new or refurbished parts. Replacement may be with a new or refurbished unit.
- (c) After repair or replacement, Your Xbox One or Accessory will be covered by this Warranty for the longer of either the remainder of Your original Warranty Period, or 95 days after Microsoft ships it to You. In France this period is extended by the amount of time needed for repair and replacement, provided that this period of time exceeded 7 days.
- (d) UNLESS OTHERWISE PROVIDED UNDER ANY LOCAL LAW APPLICABLE TO YOU, MICROSOFT'S RESPONSIBILITY TO REPAIR OR REPLACE YOUR XBOX ONE OR ACCESSORY, OR TO REFUND THE PURCHASE PRICE, IS YOUR EXCLUSIVE REMEDY.
- (e) If Your Xbox One or Accessory malfunctions after the Warranty Period expires, there is no warranty of any kind. After the Warranty Period expires, Microsoft may charge You a fee for its efforts to diagnose and service any problems with Your Xbox

One or Accessory, whether such efforts are successful or not.

7. Warranty Exclusions

Microsoft is not responsible and this Warranty does not apply, even for a fee, if Your Xbox One or Accessory is:

- damaged by use with products not sold or licensed by Microsoft (including, for example, games and accessories not manufactured or licensed by Microsoft, and "pirated" games, etc.);
- used for commercial purposes (including, for example, rental, pay-per-play, etc.);
- opened, modified, or tampered with (including, for example, any attempt to defeat any Xbox One or Accessory technical limitation, security, or anti-piracy mechanism, etc.), or its serial number is altered or removed;
- damaged by any external cause (including, for example, by being dropped, used with inadequate ventilation, etc., or failure to follow instructions in the instruction manual for the Xbox One or Accessory); or
- repaired by anyone other than Microsoft.

8. EXCLUSION OF CERTAIN DAMAGES

UNLESS OTHERWISE PROVIDED UNDER ANY LOCAL LAW APPLICABLE TO YOU, MICROSOFT IS NOT RESPONSIBLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, OR CONSEQUENTIAL DAMAGES; ANY LOSS OF DATA, PRIVACY, CONFIDENTIALITY, OR PROFITS; OR ANY INABILITY TO USE YOUR XBOX ONE OR ACCESSORY. THESE EXCLUSIONS APPLY EVEN IF MICROSOFT HAS BEEN ADVISED OF THE POSSIBILITY OF THESE DAMAGES, AND EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.

9. Additional Terms

If You attempt to defeat or circumvent any Xbox One or Accessory technical limitation, security, or anti-piracy system, You may cause Your Xbox One or Accessory to stop working permanently. You will also void Your warranty, and make Your Xbox One or Accessory ineligible for authorized repair, even for a fee.

10. Choice of Law

This Warranty will be subject to and construed in accordance with the law of Your country of residence, regardless of conflict of laws principles.

SOFTWARE LICENSE

The software license terms for your Xbox One and Accessory are available at xbox.com/xboxone/slt. By using your Xbox One or Accessory, you agree to these software license terms. Before setting it up, please read these terms carefully. If you do not accept the software license terms, do not use your Xbox One or Accessory. Return it unused to the retailer where you purchased your Xbox One or Accessory or to Microsoft for a refund.

REGULATORY INFORMATION

- Not intended for use in machinery, medical or industrial applications.
- This product is for use with NRTL Listed (UL, CSA, ETL, etc.), and/or IEC/EN 60950-1 compliant (CE marked) Information Technology equipment.
- No serviceable parts included.
- Operating temperature: +5°C (41°F) to +35°C (+95°F).

Microsoft Corporation; One Microsoft Way; Redmond, WA 98052-6399; U.S.A. United States: (800) 426-9400; Canada: (800) 933-4750; xbox.com/xboxone/gettingstarted

WARNING: Wireless Devices Aboard Aircraft

Before boarding any aircraft or packing a wireless device in luggage that will be checked, remove the batteries from the wireless device or turn the wireless device off (if it has an on/off switch). Wireless devices can transmit radio frequency (RF) energy, much like a cellular telephone, when batteries are installed and the wireless device is turned on (if it has an on/off switch).

Laser Specifications

This equipment contains a Class I laser device.

CAUTION

Use of controls or adjustments, or performance of procedures other than those specified herein may result in hazardous radiation exposure.

Disposal of waste batteries and electrical and electronic equipment



This symbol on the product or its batteries or its packaging means that this product and any batteries it contains must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of batteries and electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment due to the possible presence of hazardous substances in batteries and electrical and electronic equipment, which could be caused by inappropriate disposal. For more information about where you should drop off your batteries and electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product. Contact erecycle@microsoft.com for more information about waste from electrical and electronic equipment and waste batteries.

This product may use Lithium, NiMH, or alkaline batteries.

Simplified EU Declaration of Conformity

Hereby, Microsoft Corporation, declares that this product is in compliance with Directive 2014/53/EU. The full text of the EU Declaration of Conformity is available at the following internet address: <http://www.microsoft.com/ireland>.

Full Declaration of Conformity also contains information such as Software and Accessories that may impact radio compliance with the above directive.

Company: Microsoft Ireland
Address: Sandyford Ind Est
Dublin D18 KX32
Country: Ireland
Telephone number: +353 1 295 3826
Fax number: +353 1 706 4110

Xbox One S

The radio frequency bands of operation for Model 1681 and the associated maximum nominal transmit power and tolerances are as follows:

RF Module:1682/1817
WLAN 2400-2483.5MHz, 9.7dBm EIRP +/-1.5dB.
WLAN 5.15-5.25GHz, 9.2dBm EIRP +/-2dB.
WLAN 5.25-5.35GHz, 9.2dBm EIRP +/-2dB.
WLAN 5.47-5.725GHz, 9.2dBm EIRP +/-2dB.
WLAN 5.725-5.85GHz, 9.2dBm EIRP +/-2dB.
RF Module:1683
WLAN 2400-2483.5MHz, 17.7dBm EIRP +/-1.5dB.
WLAN 5.15-5.25GHz, 20.9dBm EIRP +/-2dB.
WLAN 5.25-5.35GHz, 20.9dBm EIRP +/-2dB.
WLAN 5.47-5.725GHz, 20.9dBm EIRP +/-2dB.
WLAN 5.725-5.85GHz, 11.98dBm EIRP +/-2dB.

Xbox One X

The radio frequency bands of operation for Model 1787 and the associated maximum nominal transmit power and tolerances are as follows:

RF Module:1802
WLAN 2400-2483.5MHz, 19.1dBm EIRP +/-1.5dB.
WLAN 5.15-5.25GHz, 20.6dBm EIRP +/-2dB.
WLAN 5.25-5.35GHz, 20.6dBm EIRP +/-2dB.
WLAN 5.47-5.725GHz, 20.6dBm EIRP +/-2dB.
WLAN 5.725-5.85GHz, 12dBm EIRP +/-2dB.
RF Module:1803
WLAN 2400-2483.5MHz, 12.2dBm EIRP +/-1.5dB.
WLAN 5.15-5.25GHz, 13.1dBm EIRP +/-2dB.
WLAN 5.25-5.35GHz, 13.1dBm EIRP +/-2dB.
WLAN 5.47-5.725GHz, 13.1dBm EIRP +/-2dB.
WLAN 5.725-5.85GHz, 13.1dBm EIRP +/-2dB.

 	BE	DK	GR	ES	FR
	IE	IT	LU	NL	AT
	PT	FI	SE	GB	NO
	DE	CH	PL	HU	SK
	CZ	CY	IS	RO	SI
	EE	LV	LT	MT	LI
	BG	TR	HR		

5.15-5.35GHz indoor use only.

Exposure to Radio Frequency (RF) Energy

This device contains radio transmitters and has been designed, manufactured and tested to meet the Federal Communications Commission (FCC), Industry Canada and European requirements for RF exposure and Specific Absorption Rate.

This equipment should be installed and operated at a minimum of 20 cm from your body.

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