



XRCogni™ CT-630 "Koji Quest"

Instructions for use

Rx Only

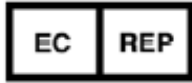
Caution: Federal law restricts this device to sale by or on the order of a Healthcare professional

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1. Abbreviations and Symbols

VR	Virtual Reality
VRH	Virtual Reality Approved Hardware (list available, appendix A)
HHS	Hand-Held Sensors (part of the VRH, monitoring and enabling interacting with the VR by using hands/fingers)
ROM	Range of Motion
DOF	Degrees of Freedom
CT-630	XRCogni CT-630 ("Koji Quest")
Latest Version	Version 1.0.0

2. General Information

Intended use

The XRCogni CT-630 ("Koji Quest") is a prescription only medical device software application that utilizes VR to provide a multisensory and motivating environment design to support cognitive rehabilitation and training activities.

The software enables patients to engage in interactive tasks intended to exercise cognitive skills within a clinical or home setting and facilitates remote use via telehealth.

Koji Quest provides VR-based environments that present standardized cognitive tasks and generate objective performance metrics based on user interaction with visual and auditory stimuli and functional use of the hands. These metrics include measures of task completion, movement kinematics, and response characteristics over time.

The software is intended to support the LHP (Licensed Healthcare Provider) by providing supplemental information related to patient performance during cognitive training activities and may be used in conjunction with other established methods of cognitive evaluation.

XRCogni CT-630 is not intended to be used for diagnosis, treatment, mitigate or prevent disease, does not identify the presence or absence of clinical conditions, and is not intended to be used as a stand-alone assessment or for clinical decision making.

Intended user populations

CT-630 software is intended to be used by the following populations:

Software operators

Licensed Healthcare Providers (i.e. Physicians, Psychologists, Neurologists, Caregivers, Geriatricians etc.) and/or patients, that utilize physical activity as part of conventional treatment.

End users

Individuals that will benefit from using CT-630 to support the performance of their prescribed physical and/or cognitive exercises as part of their conventional treatment.

Intended use environment

CT-630 software is intended to be used only in the following environments or areas:

- Hospital units;
- Clinics;
- Any other facility that utilizes physical/cognitive activity treatment;
- Home environment;

3. Contraindications

Before using the CT-630 software, the Health Care Provider (and/or the end user) shall make sure that the patient does not suffer from one or more of the following conditions:

1. Tumors or other space occupying lesion (SOL) of the cervical region ;
2. Undiagnosed neurological symptoms/signs ;
3. Acute fracture of the cervical spine (especially fracture of odontoid process - Dens);
4. Pathological fractures of the spine ;
5. Post MVA (Motor Vehicle Accident) with no previous physician screening, where spinal structures may be compromised;
6. Odontoid (Dens) fracture;
7. Any condition where it is otherwise contraindicated to move cervical region actively or passively;
8. Any condition where it is otherwise contraindicated to move cervical region actively or passively;
9. Contagious or infectious conditions (while multiple users use same headset);
10. Facial lesions or superficial lesions that may have contact with the VR headset.
11. Any recent unexplained loss of consciousness.
12. Seizures or taking antiepileptic medications.
13. Any acute/chronic condition causing tiredness, dizziness, nausea or vertigo .
14. Being under the influence of alcohol or recreational drugs;

4. Additional Precautions

1. Neck movement may adversely affect users with cervical spine abnormalities, pain or other acute/chronic condition; Health Care Providers are advised to disable or limit movements that may be harmful to the patient. If the user feels any discomfort, he should terminate the session immediately.
2. Upper limb (shoulder, arm and wrist) movements may exacerbate any pre-existing pain or discomfort. If the user feels any excessive pain or discomfort, he should terminate the session immediately.
3. Some users with existing vertigo or nausea may experience an exacerbation of these symptoms in VR environment; If the user feels any discomfort, they should terminate the session immediately.
4. Vision disorders - users requiring glasses that does not fit under the VR headset or have other major vision problem that does not allow clear viewing of the VR environment may not be able to use the software appropriately. Health Care Provider discretion is advised.
5. Acute neck pain – users suffering from acute neck pain may experience difficulties carrying the weight of the VR headset.
6. VR hardware (including headsets, controllers, and other devices) may contain magnets or components that emit radio waves. The frequencies of these radio waves may interfere with pacemakers, hearing aids, defibrillators, or other implanted electrical devices. If you have a pacemaker or other implanted medical device, do not use the VR Hardware without first consulting your doctor or the manufacturer of your medical device. You must maintain a safe distance between the VR hardware and your medical devices , and stop using the VR hardware if there is persistent interference with your medical device.
7. Balance disorders – as VR experience is immersive, Health Care Providers are advised to use their clinical judgement before exposing the patient to

- the VR hardware if the patient has any pre-existing disorder affecting balance (e.g. Parkinson's disease, multiple sclerosis, dementia). Patients showing any balance associated symptoms should be supervised closely and to use the XRCogni software while sitting. For some balance disorders, the patient might require protective harness and/or belt for support.
8. Contagious conditions – in order to avoid transferring of contagious conditions (like pink eye), the VR headset should not be shared with users with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp.
 9. Although the XRCogni Software is based on techniques and imagery that most users find relaxing, there is a chance that some of the imagery users encounter may evoke unintended anxious feelings based on personal associations, which can sometimes evoke distress in some users. Please consult with your LHP before using the software if you have pre-existing mental health diagnoses not already under the care of a clinician such as: Dissociative disorders, psychotic disorders, or severe depressive, trauma or anxiety disorders.

5. Warnings and General Limitations

- 5.1. All warnings and general limitations related to the safe use of the VR hardware console (recommended for use with XRCogni software series) are applicable when used with XRCogni software.
- 5.2. Prior the usage of the commercial “off-the-shelf” VR hardware, it is required from the user and the health care provider to carefully read all instructions, limitations, and precautions in the Health, Safety, and Warranty Guide attached to the hardware. It is the Health Care Provider’s responsibility to confirm that it is safe and continues to be safe for a specific patient to use the Virtual Reality Hardware (VRH) before using the XRCogni series software.
- 5.3. XRHealth R&D LTD is not responsible for any malfunctions, defects, or user errors related to the purchase, installation, and use of the above-mentioned hardware.
- 5.4. Each VR training session using XRCogni series software shall not last longer than the continuous duration as recommended by the hardware manufacturer.
- 5.5. If the user is experiencing symptoms associated with loss of consciousness, involuntary movements/seizures, visual abnormalities(blurred vision, double vision, etc.), tiredness, dizziness, vertigo, nausea, digestive problems, emotional stress or anxiety, disorientation, impaired balance, being under the influence of alcohol or drugs ,suffering from cold, flu or headaches, migraines or earaches or any physical or emotional pain or discomfort, the training session must be terminated immediately.
- 5.6. If you are, or might be, pregnant, or if you suffer from physical, mental, visual or heart problems, and/or neurological conditions that might make you prone to seizures you should speak with your LHP.

- 5.7. XRHealth Mobile app is not for emergency use. Please instruct patients to dial the national emergency response service or go to the nearest emergency room in the event of a medical emergency.
- 5.8. The CT-630 is used with commercially available head-mounted displays. The age limit for use is not determined by the software and is subject to the the VR headset hardware manufacturer's specified age restrictions.
- 5.9. XRCogni environments are designed to be experienced while sitting or, if indicated by the LHP or if the patient prefers it, standing, without walking around while wearing the VR headset to avoid accidents.
- 5.10. XRCogni uses consumer-grade devices (VR headset, smartphone, tablet) that might be used according to their safety information and instructions for use. To reduce the risk of personal injury, discomfort, or property damage, the LHP and the patients (if needed) should read these warnings carefully before use.
- 5.11. Special consideration is required when the patient has a history of traumatic episodes or is considered by the clinician to be susceptible to experiencing a triggered traumatic episode. For this consideration, the exposure tools software should only be used when the patient and clinician are physically together in-person (i.e., non-remote/non-virtual setting).

6. CT-630 Overview

Software description

- 6.1. The CT-630 is a software application that utilizes virtual reality (VR) to provide an immersive, interactive environment designed to engage users in structured physical and cognitive training activities. The software incorporates game-like and interactive features intended to promote user engagement during task-based activities.
- 6.2. The CT-630 software is intended to be used by licensed healthcare providers and by patients under the direction of a licensed healthcare provider. The software enables users to engage in guided training activities within clinical settings or at home.
- 6.3. The current version of CT-630 includes a single game: "Koji Quest".
- 6.4. This game mode supports users in performing structured physical and cognitive training activities through interactive, task-based exercises.
- 6.5. CT-630 software guides patients in the performance of tasks, according to a customized cognitive plan defined and prescribed by the Health Care Provider in charge of the treatment by setting:
- Difficulty of task;
 - The total duration of the training session;
 - Number of items to Koji Quest.
- 6.6. CT-630 allows the Health Care Provider and the patient to configure the game module parameters to create a customized training program. CT-630 software is not intended to be used for diagnosis, making treatment decisions, or as a stand-alone device. Health Care Providers who choose a specific game configuration are obligated to understand the parameters and associated training goal of each program and use their independent medical judgment to determine its suitability for any specific patient.
- 6.7. At the end of each session, training results are presented on a summary screen. The data shown only represents actual training results and is not considered a professional recommendation nor intended to be used for diagnostic purposes. Health Care Providers are always responsible for exercising their independent medical judgment in making any and all treatment decisions.

Hardware and Software requirements

- 6.8. The usage of the CT-630 software requires a pre-purchase of a high-end off-the-shelf VR platform:

- The compatible VR platforms for the use of CT-630 software, are listed in appendix A: [Approved VRH List](#).
- A stable internet connection with an upload speed of at least 3Mb/sec and upload speed of at least 0.5MB/sec is mandatory.

Software installation and software updates via Oculus store

- 6.9. The software shall be downloaded and installed from the VRH store application and can be accessed by entering the applicable credentials (username and password).
- 6.10. The software comes with automatic update capabilities.
- 6.11. When the software is launched – it checks if the version being run is the latest version available. If not – the user receives a notice and can update the software to the latest version.
- 6.12. For safety reasons, XRHealth R&D can define an update as mandatory for all users. If a mandatory update is necessary, the user will receive a notice that he and must download the update for safety reasons.
- 6.13. For regular updates, the user can select if to install the update, or not.

Software installation and software updates via MDM (mobile device management) solution

- 6.14. Any software can be installed, updated and managed by a selected MDM solution for remote headset management.
- 6.15. This solution enables XRHealth R&D to fully manage the software version and update status in each device.

7. Instructions for use

- 7.1. The following instructions shall serve as a check-list for operating the CT-630 software:
- ☐ Carefully read the instructions for use by the VRH manufacturer (list of compatible hardware for CT-630 available in [Appendix A](#), below).
 - ☐ Carefully read the Health and Safety Warning of the VRH manufacturer (list of compatible hardware for CT-630 available in [Appendix A](#), below)
 - ☐ Assess the medical condition of the user and confirm that it is suitable for using a VR device. In any case that the VR device suitability is unclear, please consult with a physician.
 - ☐ Read the [contraindications for use](#) and [additional precautions](#) for the use of CT-630 software to ensure safety.

- Make sure the environment in the location designated for training is free from obstacles; It is advisable to clear the surrounding area from any hazardous furniture or other objects. Follow VRH manufacturer's instructions concerning prior usage environment preparations / precautions.
 - Prior to use, suit the VR Headset and adjust it to your head, as described in the VRH manufacturer's manual.
 - Safely secure the HHS (VR remotes) to the wrists, as instructed by the VRH manufacturer.
 - If you are wearing glasses, you can choose whether to take them off (most users can see clearly even while not wearing any glasses) or wear the headset over them (some frame types do not fit under the VR Headset, in such cases the use of contact lens or using alternative glasses is required to use the VR Headset).
 - The LHP shall thoroughly evaluate the user's functional status and assign a rehabilitation program most suitable for the patient's functional ability, level of impairment and diagnosis. Patient's health history shall be taken into consideration.
 - Train only according to the training program assigned to you by the LHP after diagnosis and evaluation of functional ability and level of impairment.
 - Immediately terminate the VR session and discontinue using the VR headset in any case of pain, discomfort, dizziness or nausea resulting from the usage of the CT-630 software or the attached VRH. Some users may have a transient mild negative sensation associated with the VR environment. In any case that you experience symptoms which are not transient, contact your LHP.
- 7.2. The duration of each VR session shall not last longer than the VRH recommended continuous minutes per patient (see Appendix A: Approved VRH List).
- 7.3. If you suspect at any time that the performance and/or game instructions do not fit the training plan defined by your LHP, immediately stop the training.
- 7.4. If you suspect that the trouble is related to hardware malfunction / calibration, you can reset the VRH and restart the training session. In case that the VR environment is not calibrated/centered, press and hold the Oculus button to reset your orientation.

- 7.5. If you suspect that there is a problem with the CT-630 software, immediately contact XRHealth R&D LTD. (or the relevant distributor in your country). Meanwhile, stop using the device.
- 7.6. If you experience symptoms associated with: tiredness; being under the influence of alcohol or drugs; digestive problems; emotional stress or anxiety, suffering from cold, flu or headaches, migraines or earaches you are required to terminate the training session immediately and discontinue using the VR headset.

8. CT-630 Training Experience

8.1. Hub instructions

Navigation: To navigate in the VR-environment, the player can look around (by rotating their head around the x, y, z axis) and select portal stones to switch positions within the environment (click-and-point system).

8.2. Game selection

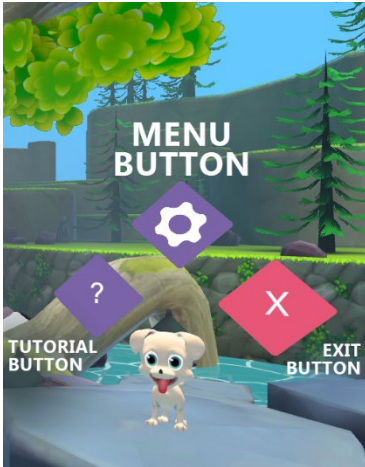
The Menu - Before the player can select a game, the menu needs to be opened; this is done by holding the **B-** or **Y-button** in the controls (**VR**).



When the **Menu** appears, the player sees six tabs on the right: **Navigation**, **Inventory**, **Statistics**, **Quest**, **Settings** and **Options**.

In order to play the different games, the player selects the **Navigation Tab**, which will then show the available games. A picture and title of the game is displayed for each different game on the right of the menu tabs. The player can start playing one of the games by clicking the desired game using the **Triggers**.

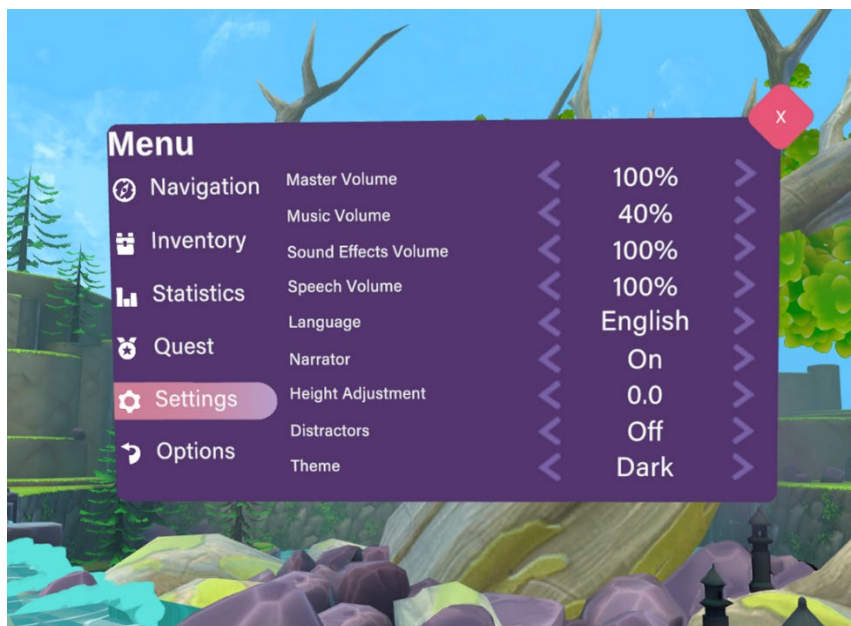
At any point in the game the player can quit the active game by opening the **Menu** and selecting a different world. While playing, the menu can always be opened by **pointing** at Koji and selecting the menu-button or holding the **B-** or **Y-button** in the controls.



8.3. Settings

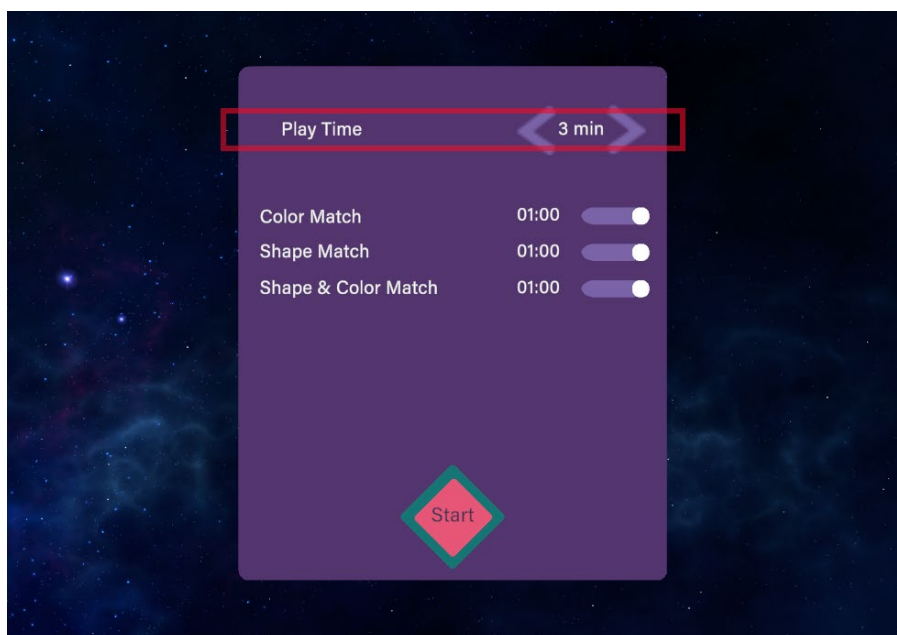
If the player wants to adjust the settings, the Settings Tab in the Menu is what should be selected. The following is a list of settings that can be adjusted:

- Master Volume: Overall volume of the game.
- Music: Music volume.
- Sound Effects: volume of the sound effects (when selecting things in the environment).
- Speech: volume of narration.
- Language: the language can (currently) be set to English and Dutch.
- Narrator: the narrator reading texts aloud can be turned off here.
- Controller integration: Enabling controller integration will unlock additional ways of playing the games – ways where the controllers are a more integral part of gameplay. This is only available for VR.
- Height Adjustment: if the height of panels and/or tables in the different worlds don't match the players height, the height can be adjusted here.
- Distractors: if you feel overwhelmed by the surroundings you can turn distractors off.
- Theme: here you can change the theme of the interface (menu's and informational text boxes).

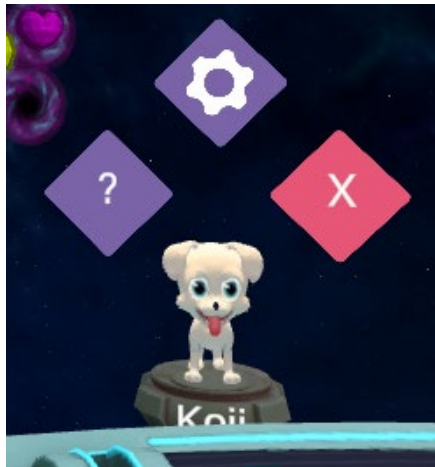


8.4. Tutorials & Psychoeducation

After entering a game mode from the **Menu**, the player will teleport to this world. Here, the player will be able to choose the amount of time that the player wants to train this particular cognitive skill (minimum amount of 3 minutes, recommended is 5 minutes or more). At the start of each game, the user will be asked whether the tutorial should be started. The first time a player plays through a new game, a tutorial explaining the game will automatically start.



If at any point during gameplay it becomes unclear what to do, the player can always interact with Koji (by selecting him) and select the **question mark** above his head (on the left) to get additional explanations.



In the next section, instructions for the different worlds are given.

8.5. Crystal Calculation (calculation skills)

In our calculation task, players enter a crystal forest where players will train their calculation skills with simple and fun mathematical problems. The game is divided in two phases - sequences and number manipulation. In the sequences phase, players are required to count forward or backwards in a given interval. In the number manipulation phase, players are given equations to solve.

8.5.1. Phase 1: Sequences

In the first phase, **sequences**, the player is presented with a line of gems, of which the first three gems display numbers inside. The player is asked to continue the sequence. In order to do this, the player is situated behind a dashboard (see Fig. 1) which includes buttons for the numbers 0 until 9, a **green** button displaying a checkmark (✓), a **red** button displaying a cross (✗) and a **yellow** return button (<). The player is asked to fill in the next number of the sequence by using the buttons on the board. The answer can be corrected by using the cross (✗, removing all inputted numbers) or using the return button (<, removing the last number entered). When the player thinks the answer is correct, the checkmark (✓) should be pressed to confirm the answer. In the first phase different paradigms are present:

- **Counting up:** the sequence displays a sequence of numbers going up by a set interval. The player will have to deduce the interval from the presented numbers and calculate the next number by adding this interval to the last presented number.



- **Counting down:** the counting down sequence displays a sequence of numbers going down by a set interval. The player will have to deduce the interval and calculate the next number by subtracting the interval from the last number displayed in the gems.



- **Doubles:** in the doubles sequences a sequence of numbers is displayed where the current number results from doubling the previous number. The player will have to calculate the next number by doubling the last displayed number.

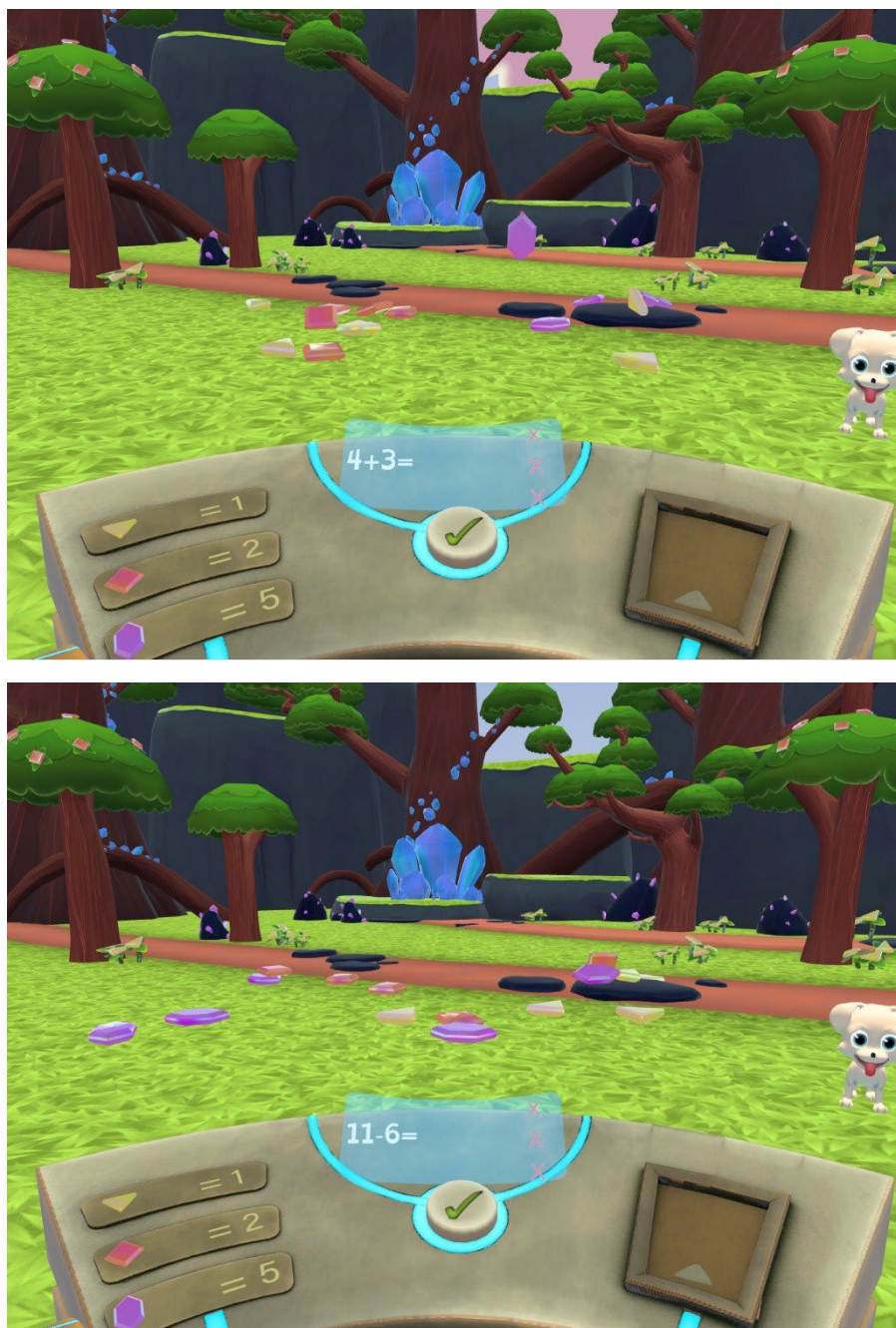


8.5.2. Phase 2: Numerical manipulation

In the **numerical manipulation** phase, players are presented a field with three types of gems on the floor. On the starting difficulty levels, one gem represents a value of 1, the other represents a value of 2 and the last gem represents a value of 5. The player is presented with an equation which should be solved by collecting the correct combination of gems out of the environment. The player is situated behind another dashboard which shows a legend with the gems and their values on the left. The inventory of already collected gems is presented in the middle to track which gems are already collected and to remove wrongly collected gems (press the **red** cross, **X**). Underneath the inventory, a **green** checkmark button (✓) can be used when the correct value of gems is collected, and the player is confident that the sum of values from the gems is the answer to the equation.

Numerical manipulation consists out of two phases:

- **Numerical manipulation up:** the equations are all addition problems.
- **Numerical manipulation down:** the equations are all subtraction problems.

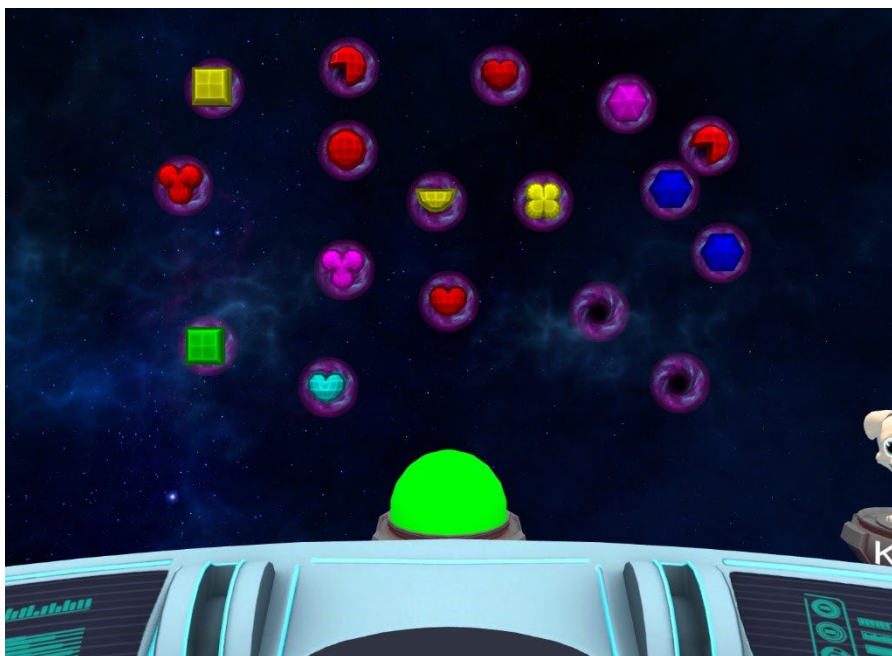


8.6. Diamond Belt (selective attention)

This game takes place in outer space, the world is populated by wormholes in which shapes can appear. Depending on which phase the player is in, the player must select the object that matches certain trait(s) of the stimulus presented in the spaceship.

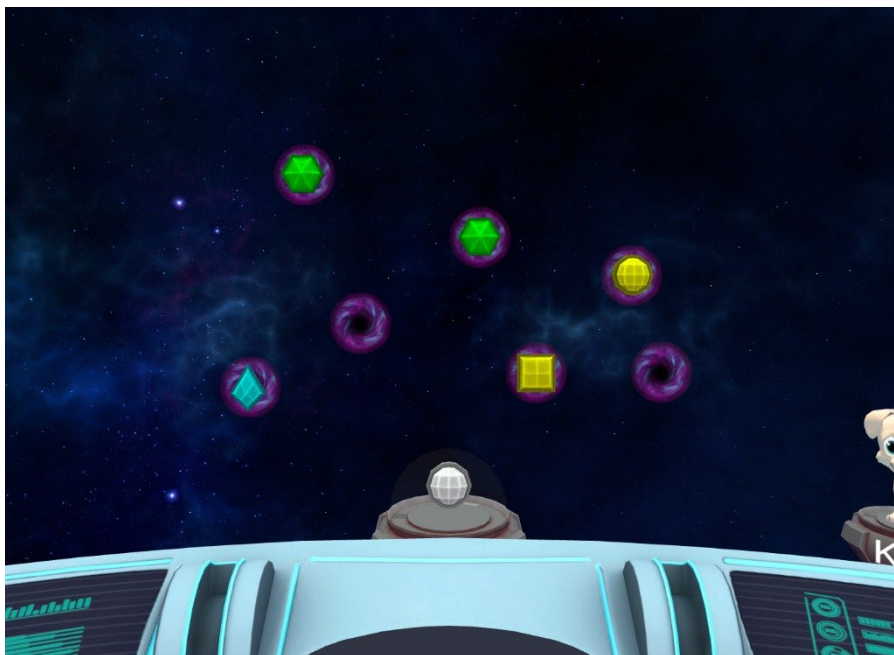
8.6.1. Phase 1: Search and select by color

The player is presented with a stimulus to look for, which is a color displayed on a spaceship directly in front of the player. The player's task is to search for a shape in one of the wormholes with the corresponding color. To provide an answer, the player moves the pointer at the object that they want to select and use the trigger (VR) when the pointer is at the object with the corresponding color.



8.6.2. Phase 2: Search and select by Shape

The same instructions as phase one apply to phase two but instead of searching for a corresponding color, the player searches for the corresponding shape (presented in the spaceship) regardless of color. Again, when the pointer is moved towards the corresponding shape, the trigger on the back of the controller can be used to give the answer.



8.6.3. Phase 3: Search and select by color & shape

The same instructions as phases one and two apply to phase three but instead the player searches for the corresponding shape and color (again presented in the spaceship middle). Once the corresponding shape and color is found, the pointer should be aimed and the trigger can be used to select the answer.



8.7. Alien outpost (divided attention)

The Alien Outpost also takes place in outer space, the world is populated by spaceships. The centre spaceship is where participants should focus their eyesight as it is where the first task will be presented. While focussing on the middle, players need to divide their attention to the peripheral spaceships (the ships surrounding the middle) as player's second task is to locate another stimulus (green alien, see images below).

Thus, although the first task is different over the phases, players always need to focus their sight on the middle spaceship as they will answer a question about the stimuli presented there. Players must also, while looking at the middle spaceship, divide their attention over the whole field as the second task will be to localize an alien in the outer spaceships.

8.7.1. Phase 1: Visibility

In phase one, the task in the **central spaceship** is to look for the stimuli that is either **present** or **absent**. At the same time the **other stimulus (alien)** will be presented in one of the surrounding spaceships and will disappear at the same time.

The player must first indicate whether the stimulus was present or absent in the centre spaceship by selecting the **green** - "**present**" button or the **red** - "**absent**" button. Subsequently the player must select the **location** of the stimulus in one of the surrounding spaceships by selecting the spaceship the player thinks the stimulus was located.



8.7.2. Phase 2: Faces

The same instructions as phase one apply to phase two but instead of observing whether the stimulus was present or not, the player must observe whether the alien in the centre spaceship was **smiling** or **frowning** by selecting either the **green** - “**smiling**” button or the **red** - “**frowning**” button. Subsequently, the player must select the **location** of the stimulus in one of the surrounding spaceships by selecting the spaceship the player thinks the stimulus was located.



8.7.3. Equality

The same instructions as phase one apply to phase three but this time the player is presented with two stimuli (**same** or **different**) in the centre spaceship.

The player must answer whether both stimuli were the same (equal) or different (not equal) by selecting either the **green** - “**equal**” button or the **red** - “**unequal**” button. Subsequently, the player must select the **location** of the stimulus in one of the surrounding spaceships by selecting the spaceship the player thinks the stimuli was located



8.8. Nautilus (memory)

Our memory task takes place in an **underwater world**. Players are asked to memorize objects and their location and recall that information after a certain period of time (visual long-term memory task); memorize and recall object pairs presented in clams (visual short-term memory - pairs); replicate the pattern of opening clams (visual short-term memory - sequence); and memorize the location of objects placed in the world (visual working-memory).

8.8.1. Phase 1: Visual long-term memory

In the first phase, the player's companion shows them an object which then will be hidden in a vase in the game world. The player is tasked with remembering the color of the shape and the location while going through the other phases.

The player is given 3 seconds to memorize each object and its location before the next phases start. At the end of the other phases, the player will be prompted to select the correct vase, and the corresponding object inside the vase.



8.8.2. Phase 2: Visual short-term memory

In phase 2 the tasks will require the player to pay attention to the presented clams, phase two consists out of two tasks: pairs and sequences.

- Pairs: a group of clams appear, and they are organized into a grid-like configuration and open to reveal objects hidden inside. The task consists of remembering the locations of identical pairs of objects within the grid of clams.



Once memorized, the player should select the air bubble in the middle that serves as a ready button, after which the clams close in a matter of 3 seconds. Now, it is the player's task to select the pairs of clams that contain identical objects. This can be done by clicking (use the trigger on the back of the controller) on two clams that have matching pairs.



- Sequences: the clams appear in a closed position. Then, the clams open and close in a particular order. The player's task is to remember the order in which the clams open and close. Once the pattern has been presented, the player must select the clams (again using the trigger at the back of the controller), reproducing the previously presented order.



8.9.3. Phase 3: Visual working memory

In phase three, all the clams close and open to reveal objects again. Then, the objects will travel to air bubbles at distinct locations in the world. There are categories with objects that belong to them (gems, fish, etc). These categories will be grouped together. Within these categories, the player must memorize the object's details and location.

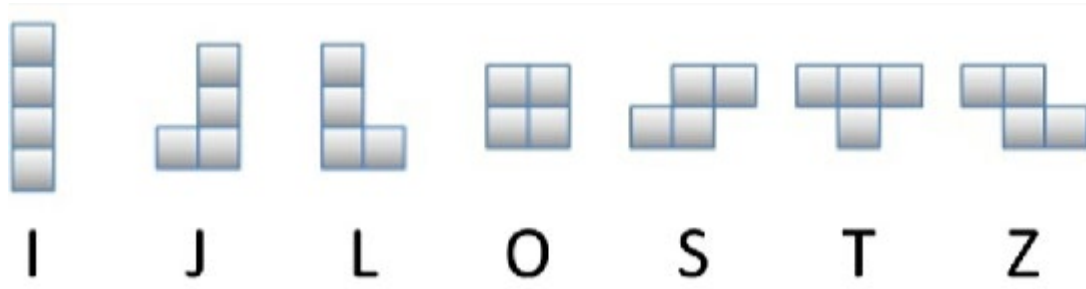
When the player has memorized the location and objects, the player **selects** the "Ready" indicator in the air bubble. After this selection, the objects travel back to the clams they originated from, can then be shuffled around and the player's task is to reproduce the location-objects pairs by selecting the objects from the clams, and then selecting the bubbles they were presented before.



8.9. Ancient Temple (visuospatial)

In our visuospatial Ancient Temple task, players are presented with different 3D-shapes akin to Tetris blocks which should be rotated in order to fill in the gaps. The task includes two phases. The first phase is like a puzzle, where

the gaps are set and presented from the start. In the second phase the gaps will appear (semi-)randomly and players have to prevent the temple from crumbling. In both phases, players use 7 blocks in order to solve the task. There is a total of total of 19 block configurations of different shapes of 4 blocks together and in different rotations (2 x I, 4 x J, 4 x L, 1 x O, 2 x S, 4 x T, 2 x Z shapes).



8.10.1. Phase 1: Block puzzle

In the first phase, the user needs to fill gaps that are set and presented from the beginning by selecting and rotating blocks, just like a puzzle. Players are presented with a wall, which has missing pieces. The task is to solve the puzzle and rebuild the wall using different **shapes** presented to them **akin to Tetris blocks** (see Figure 2) which should be rotated in order to **fill in the gaps**. Players will be presented with 3 options from the shape configurations and select them to fill the gaps in the grid, if the puzzle requires more than 3 pieces to be filled in the next shape will appear (the order of the upcoming shapes is also displayed above the puzzle, see Figure 42). If the player is not satisfied with the placement of the last piece, the green < square on the top left can be selected to undo the last move. In the case that a player wants to start over because several pieces are places wrongly, the red X can be pressed in to return all the pieces to the rock slab, and allow the player to start over.



8.11.2. Phase 2: Crumbling wall

In the second phase, players are asked to help barricade a Mayan temple wall which is crumbling. Within the grid, there are gaps opening over time which the player needs to fill with the shapes they have available to them. Again, players have at most 3 options from the shape configurations and can select one of them to fit into the gaps in the grid. After a player has placed the piece on the grid in a correct location, that part of the grid is filled in by the piece, and a new piece is generated and displayed.



8.10. Mystical Pond (executive functioning)

The game takes place in a sacred grove with a pond full of fish, the Mystical Pond. In the first phase, three different fish will jump out of the water, one at a time, and the user must find the correct food for each fish and feed them accordingly. In the second phase, the three fish will jump out of the water at the same time but go back to water with different speeds. Patients need to feed them by prioritizing which fish to feed first, based on their speed. In the third phase, while feeding the fish, patients have to, simultaneously, refill the food containers before they run out of water.

8.11.1. Phase 1: Finding the Right Combinations

In front of the player are three feeding containers with types of fish food. In the lake, there are three types of fish that will jump out at random. The player needs to figure out by trial and error, which food belongs to which fish, feed them the right type of food as quickly as possible, and make as little mistakes as possible.

Food can be given to the fish by first selecting the container holding the type of food that the player wants to feed, and then selecting the jumping fish.



8.11.2. Phase 2: Multiple Fish

In the second phase multiple fish will jump out the water in a barrage. Here, the player needs to remember the combinations learnt earlier, and feed the fish in the optimal way, so that all fishes are fed before they are back in the water.



8.11.3. Phase 2: Maintenance

The last phase has the same objective as phase 2, and now, the player simply needs to remember the combinations learnt during earlier phases. However, here, the containers that contain the food, slowly leak their water inside.

The player must fill up these containers using the buttons with the water droplet icon underneath each food container, whilst feeding the fish at the same time. If a container runs completely dry, it is not possible to use that food type anymore until the user refills the container.



Appendix A: Approved VRH List

The software is compatible with 3DOF and 6DOF standalone VR Headsets.

Recommended VRH List

For a list of recommended devices please refer to XRHealth Release Notes available at <https://www.xr.health/us/regulatory-information/>

Appendix B: Common Software Troubleshooting

❖ **Cannot Login –**

- ❖ Make sure you have the correct XRHealth R&D credentials received with onboarding e-mail. If you don't have credentials – contact support@xr.health.
- ❖ Make sure your headset is connected to local Wifi network.

❖ **Application is stuck** – Close the application using the home button and re-open it.

❖ **Software doesn't load (Stuck in loading animation)** – If closing and re-opening the app doesn't help – Re-install the application:

- ❖ Go to library, and on the bottom right of the App icon, select Uninstall.
- ❖ After uninstalling – reinstall application

❖ **Miscellaneous –**

- ❖ Restart application
- ❖ If that doesn't help – Reboot headset
- ❖ Last option – Uninstall and Re-install application

**These Instructions for Use (IFU) is also available as a hard copy. If you are interested in printed copy of this IFU, please send a request to the customer support and it will be printed and delivered within 30 days.