



STEAM DECK Valve Video Game Machine Instructions

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Product Description

The Valve video game machine (Steam Deck), docking station and accessories (collectively “Hardware”) allow you to experience games that are found on Valve’s online gaming platform (“Steam”). In order to use the Hardware with Steam, you are required to create a Steam account; there is no charge to join Steam. Steam is limited to individuals who are 13 years or older. The Hardware is intended for users 13 years and older.

Steam Deck, power supply and travel case included. Docking station and other accessories may be purchased separately.

Important Safety Information

WARNING! Follow these instructions for the safe set up, use, and care of the Hardware to reduce the risk of injury or death. Additionally, read the user documentation provided by third-party component manufacturers or game and software developers relating to their products. If you allow anyone else to use the Hardware, make sure they know all the safety information relevant to its use. If you allow children to use the Hardware, supervise them to ensure that they understand and follow this safety information. Keep this document for future reference.

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 be displayed on the Hardware. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures. Children and teenagers are more likely than adults to experience these seizures. Symptoms may include involuntary muscle movements (such as eye or face twitching, or jerking of arms or legs), light headedness, altered vision, 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 use and consult a health professional if you experience any of these symptoms. Parents should watch for and ask about the above symptoms. The risk of photosensitive epileptic seizures may be reduced by:

- Not using your Hardware when you are tired, sick, or fatigued or have been using alcohol or drugs,
- taking frequent breaks,
- using in a well-lit place, and
- if using an external display, using a smaller display and sitting farther away

If you or any of your relatives have a history of seizures or epilepsy, consult a health professional before using the Hardware.

Musculoskeletal Discomfort

As with many physical activities, repetitive or prolonged activities with the Hardware may cause occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. Take breaks periodically and stop and rest if you get tired, sore, or experience any discomfort such as pain, tingling, numbness, or stiffness. If you experience persistent or recurring discomfort, consult a qualified health professional.

Motion Sickness

Playing video games can cause motion sickness in some players. If you feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

Warm Surfaces

The Hardware, including the power supply, may become warm during normal use. While the temperature may not feel hot to the touch, if you maintain physical contact with the Hardware for a long time, for example if you rest it on your lap, your skin might suffer a heat injury. If you have a medical condition that affects your ability to detect heat or that causes poor circulation or healing of skin wounds, then you may be particularly susceptible to such injuries.

To reduce the risks from hot surfaces:

- Keep the Hardware and power supply well-ventilated when in use or charging. Allow for adequate air circulation under and around them. Do not block airflow to the vents on the Hardware.
- Turn the Hardware off or to sleep mode before placing the Hardware in its Travel case.

- Avoid sustained skin contact (other than holding by hand) with the Hardware or its power supply when it's operating or connected to a power source.
- If the Hardware is on your lap and gets uncomfortably warm, remove it from your lap and place it on a stable surface. Never place the Hardware on a surface that might be damaged by exposure to heat.

Skin Irritation

The Hardware is made of materials commonly used in consumer electronic devices. However, certain people may develop skin irritation due to allergies or sensitivities to materials in prolonged contact with their skin. To reduce the risk of skin irritation:

- Clean the Hardware regularly.
- Avoid using lotions or other products on skin that touches the Hardware.
- Use caution if your skin is injured.
- If your skin becomes red, itchy, swollen, or otherwise irritated, stop using the system. If symptoms are severe or persist, consult a health professional.

Contagious Conditions

Avoid sharing the Hardware with anyone with a health condition that can be transmitted by contact. Clean contact surfaces regularly.

Hearing Safety

The Hardware includes the ability to add headphones or other listening devices. Adjust the volume of listening devices so you can still hear what is going on around you. If the sound is too loud for you to hear people speaking nearby, it is likely loud enough to damage your hearing.

Medical Device And Implanted Device Interference And Radio Frequency

The Hardware contains radio-emitting technology that may interfere with the normal operation of nearby electronic devices. It uses 2.4GHz ISM band radios with GFSK modulation and custom low-latency protocol. While the Hardware has been tested for noninterference with common devices, do not operate around critical electronic equipment (e.g. in hospitals)

The Hardware contains magnets as well as components and radios that emit electromagnetic fields. These magnets and electromagnetic fields may interfere with medical devices, such as pacemakers and defibrillators. To avoid any potential interaction, keep your Hardware more than 6 inches / 15 cm from your medical device. Consult your physician and medical device manufacturer for information specific to your medical device and whether you need to maintain a safe distance of separation between your medical device and Hardware. If you suspect the Hardware is interfering with your medical device, stop using your Hardware.

Battery Safety

The Hardware contains a lithium-ion battery pack. To reduce the risk of overheating, fire, burns, or exposure to hazardous battery electrolyte:

- Do not use or store the Hardware where it is exposed to extreme heat, such as in a parked car or under a window in direct sunlight on a hot day. Avoid using the Hardware in extreme temperatures. Operating temperature range should remain between 10C and 35C (50F and 95F)
- Do not expose the Hardware to liquids, vibration, or excessive physical shock.
- Do not disassemble the battery. Have the batteries serviced or recycled by an authorized service provider.

- Do not expose to fire or excessive heat

Electrical Safety

To reduce the risk of electric shock:

- Use an appropriate AC power source as specified on the power supply. Do not use non-standard power sources such as generators.
- Do not overload the electrical circuit, extension cord, power strip or receptacle.
- Disconnect the power supply during a lightning storm or when unused for long periods.
- Do not use the power supply if it has been damaged.
- Make sure that the power supply cord is fully inserted into the wall outlet or extension cord.
- Keep the Hardware dry and away from liquids or excessive humidity. Do not handle the Hardware, power supply or cords with wet hands while connected to power.

Keep Out Of Reach Of Small Children

The Hardware and its accessories are not toys. Do not allow small children to play with them—they could hurt themselves or others or damage the Hardware. In addition, the Hardware may contain small parts that may be a choking hazard to children under 3 years.

Cable And Cord Safety

Cables and cords pose a potential tripping hazard. Arrange all cables 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. Do not allow children to play with cables and cords. To avoid damaging the cables and cords:

- Protect cables and cords from being walked on or crushed.
- Protect cables and cords from being pinched or sharply bent, particularly at connections.
- Do not jerk, knot, sharply bend, stretch, or otherwise abuse the power cords or the receptacles or ports that they plug into.
- Do not wrap too tightly; instead, wrap using loose coils rather than tight angles.
- If you are playing while charging the Hardware, make sure you leave enough slack in the charge cord to avoid jerking on the cord connections during game play.
- Do not expose to heat sources.
- Do not allow pets or children to bite or chew on cables and cords.
- When disconnecting, pull on the connector—do not pull on the cord.
- Inspect regularly. If a cord or cable becomes warm, frayed, cracked, or damaged in any way, stop using it immediately.

Not For High-Risk Use Or Hazardous Environments

The Hardware is not intended for use where the failure of the Hardware could lead to death, personal injury, or severe environmental damage.

Distraction And Driving

Do not use in situations where distraction, or inability to hear your surroundings, might cause a dangerous situation, such as while driving a car, operating machinery, cycling, walking, or engaging in other activities that require your undivided attention. Observe rules that prohibit or restrict the use of mobile devices or headphones. Do not place on or near the airbags in vehicles. Objects placed on or near an airbag may cause serious personal injury or death if the airbag deploys.

Care, Cleaning, And Maintenance

Keep Dry, Clean Appropriately

Use a cloth lightly moistened with water to clean. Do not use cleaning chemicals; these may damage the Hardware.

If The Hardware Is Damaged

WARNING! If the Hardware is damaged, contact Valve Support (contact information follows) for service. Do not attempt repairs.

Do not use the Hardware if it is damaged. Damaged electrical components can present a shock hazard. Damaged batteries can present a fire or chemical hazard. Damaged glass can present a cut hazard.

If the power supply is damaged, contact Valve Support for replacement. Third-party power supplies are not recommended, as Valve has not evaluated their safety or function; an inadequate power supply may be unsafe or damage the Hardware.

Contact Valve Support at <https://help.steampowered.com/> if there is a problem.

Regulatory Information

Federal Communications Commission (FCC) and Industry Canada (IC) Steam Deck, Model 1010. Contains FCC ID: TX2-RTL8822C / IC ID: 6317A-RTL8822C

Compliance Statement

This equipment is tested to comply with FCC (Federal Communications Commission) Standards. For home and office use. Not intended for use in machinery, medical, or industrial applications. This device is for use with NRTL-listed (UL, CSA, ETL etc.) and/or IEC/EN 62368 compliant (CE marked) IT equipment. No serviceable parts included.

This device complies with Part 15 of the FCC Rules. This device complies with Industry Canada license-exempt RSS standard(s). 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.

The equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of 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. If not installed and used in accordance with the instructions, it 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 and correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna and increase the distance between the equipment and the receiver.
2. Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
3. Consult an experienced radio/TV technician for help.


CAUTION: The FCC requires that you be notified that any changes or modifications to the Hardware not expressly approved by the manufacturer could void the user's authority to operate the equipment.

The device for operation in the band 5150 – 5250 MHz is only for indoor use to reduce the potential for harmful

interference to cochannel mobile satellite systems.

European Economic Area And United Kingdom

Upod:Live Hereby, Valve Corporation declares that this Hardware is in compliance with the essential requirements and other relevant provisions of Directive 2014/53/EU. The full declaration of conformity can be found at: <http://compliance.steampowered.com>.

 Hereby, Valve Corporation declares that this Hardware is in compliance with the essential requirements and other relevant provisions of Electrical Equipment (Safety) Regulations 2016 and the Radio Equipment Regulations 2017. The full declaration of conformity can be found at: <http://compliance.steampowered.com>.

Model 1010: Operating frequencies and EIRP.

Radio Specifications			
Technology	Frequency Band (MHz)		Max EIRP (dBm)
WLAN	80211 b/g/n	2400 – 2483.5	19.02
	802.11 a/n/ac	5150 – 5250	20.58
		5250 – 5350	20.58
		5470 – 5725	20.76
		5725 – 5850	12.2
Bluetooth		2400 – 2483.5	7.94

This device is restricted to use indoors to comply with EU and UK requirements when operating in the 5150 – 5350 MHz band.

EU Representative

Valve GmbH, Roedingsmarkt 9, 20459 Hamburg

Proper Handling Of Waste Electronic Equipment



— This symbol on the product(s) and/or accompanying documents means that used electrical and electronic products should not be mixed with general household waste. This symbol is only valid in the European Union. For proper treatment, recovery, and recycling, please take this product(s) to designated collection points where it will be accepted free of charge.

Summary Of Limited Warranty & Agreement

(With Binding Arbitration And Class Action Waiver)

Residence. IF YOU ARE A CONSUMER WHO LIVES IN AN EU MEMBER COUNTRY, THE UNITED KINGDOM, THE PROVINCE OF QUEBEC (CANADA), AUSTRALIA, OR NEW ZEALAND, THE LIMITED WARRANTY & AGREEMENT DOES NOT APPLY TO YOU; INSTEAD, YOU ARE ENTITLED TO THE STATUTORY WARRANTIES OR GUARANTEES PROVIDED BY YOUR HOME JURISDICTION.

Summary of Limited Warranty. Valve warrants your product to be free from defects in materials and workmanship under ordinary consumer use for one (1) year from the date of original purchase. The warranty excludes normal wear and tear and damage caused by improper cleaning, accident, or abuse. Other exclusions apply.

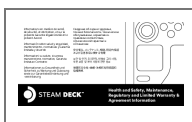
IF YOUR LOCAL LAW GIVES YOU ANY IMPLIED WARRANTY, INCLUDING OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, ITS DURATION IS LIMITED TO ONE (1) YEAR. SOME STATES, PROVINCES, OR COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

If the product does not work properly due to a defect in materials or workmanship, Valve will, at Valve's option, repair it, replace it with a new or refurbished product or components, or refund your purchase price. Unless your local law gives you a remedy this warranty cannot limit, this is your only remedy.

Read the Limited Warranty & Agreement at s.team/warranty. By buying, receiving, or using the product you agree to it. If you disagree with it, return the product to Valve or your retailer in accordance with their return policies. To obtain warranty service visit http://steam/hw_help.

















Agreement: Summary of Binding Arbitration and Class Action Waiver. The Limited Warranty & Agreement contains a BINDING ARBITRATION AGREEMENT AND CLASS ACTION WAIVER. It applies if you live in the United States—or in another country unless your country's laws make it unenforceable. If you are a consumer who lives in Russia, it does not apply to you; instead, you are entitled to use local Russian state courts to resolve disputes. THE BINDING ARBITRATION AGREEMENT AND CLASS ACTION WAIVER AFFECTS YOUR RIGHTS ABOUT HOW TO RESOLVE A DISPUTE ARISING OUT OF OR RELATING TO YOUR RELATIONSHIP WITH VALVE, THE LIMITED WARRANTY & AGREEMENT, THE PRODUCT, ITS PRICE, THE PURCHASE TRANSACTION, OR ANYTHING ELSE RELATING TO THE PRODUCT. Please read it at s.team/warranty. Any dispute not resolved by informal negotiation or in small claims court will be resolved ONLY BY INDIVIDUAL BINDING ARBITRATION under the U.S. Federal Arbitration Act before a neutral arbitrator whose decision will be final. YOU AND VALVE ARE GIVING UP THE RIGHT TO SUE IN COURT, TO HAVE A TRIAL BEFORE A JUDGE OR JURY, AND TO BRING OR PARTICIPATE IN A CLASS OR REPRESENTATIVE ACTION, PRIVATE ATTORNEY GENERAL ACTION, WHISTLEBLOWER ACTION, OR CLASS, COLLECTIVE, OR REPRESENTATIVE ARBITRATION. No action or arbitration may be combined with any other without the consent of all parties. The American Arbitration Association will conduct the arbitration under its Consumer or Commercial Arbitration Rules at www.adr.org. Outside the U.S., Valve will select a neutral arbitration provider that uses these or similar rules. The Limited Warranty & Agreement contains the rest of the arbitration terms, and instructions and forms for notifying Valve of a dispute or commencing arbitration.

Documents / Resources



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RTL8822C, TX2-RTL8822C, TX2RTL8822C, Valve Video Game Machine

References

-  [American Arbitration Association | ADR.org](#)
-  [compliance](#)
-  [compliance.steampowered](#)
-  [Steam Support :: Valve Hardware Compliance](#)
-  [compliance.steampowered.com](#)
-  [Welcome to Steam](#)
-  [Steam Support - Steam Hardware](#)
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