



ASPHALT FESTIVAL GMBH / BACHSTELZENWEG 6 / 40468 DÜSSELDORF

ASPHALT FESTIVAL GMBH
BACHSTELZENWEG 6
40468 DÜSSELDORF

TEL + FAX 0211 239 497 98
INFO@ASPHALT-FESTIVAL.DE
WWW.ASPHALT-FESTIVAL.DE

GESCHÄFTSFÜHRER:
CHRISTOF SEEGER-ZURMÜHLEN
BOJAN VULETIC

HRB 72410
AMTSGERICHT DÜSSELDORF
STADTSPARKASSE DÜSSELDORF
IBAN: DE73 3005 0110 1006 9132 20
BIC: DUSSEDDXXX BLZ 330 605 92

Düsseldorf, April 28th 2026

TERMS OF USE & DISCLAIMER VIRTUAL-REALITY-EXPERIENCE

1. Use of the VR headsets and the associated VR experience is at your own risk. asphalt Festival gGmbH and the DARUM ensemble (Victoria Halper & Kai Krösche) accept no liability for physical, mental or material damage and/or consequential damage resulting from the use of the equipment provided. Visitors are required to treat the equipment provided with due care.

2. *Auflösung - Ein (virtueller) Kontrollverlust* has been designed to minimise the occurrence of motion sickness as much as possible. In particular, care has been taken to ensure that, with a few carefully considered exceptions, the audience's movements in virtual reality correspond to those in the real world. Nevertheless, it cannot be ruled out that some users may experience motion sickness when using the VR headsets. This refers to a phenomenon that can occur during forms of passive movement and is similar to seasickness or travel sickness. The following symptoms may occur:

- Nausea
- Disturbances of consciousness / disorientation
- Impaired balance / coordination
- Eye strain, changes in visual perception and visual abnormalities
- severe tiredness, a feeling of sluggishness
- Excessive sweating, increased salivation
- Muscle twitching, cramps, involuntary movements
- Other symptoms similar to travel sickness

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If you experience any of these symptoms or feel unwell in any other way, please make yourself known immediately by raising your arm. The on-site support staff will be on hand to help you remove your glasses. Seating and drinking water will be provided.

3. In some particularly severe cases, symptoms may persist or worsen even hours after use. It is therefore advisable to allow sufficient time after the VR experience to readjust to the real world and the changed lighting conditions. Until your symptoms have completely subsided, avoid driving, operating heavy machinery, and carrying out visually or physically demanding tasks that require good balance or hand-eye coordination.

4. Please refrain from taking part in the VR experience if any of the following apply, or consult your doctor in advance:

- Pregnancy
- Under the influence of alcohol or drugs of any kind
- Lack of sleep, extreme tiredness
- Emotional stress or anxiety, psychiatric disorders
- Epilepsy
- Serious medical conditions (e.g. heart disease)
- Pre-existing visual impairments, particularly those affecting binocular vision
- Symptoms such as headaches, migraines and nausea
- Disturbances of the sense of balance

5. Please note that the radio waves emitted by the VR glasses may interfere with medical devices (e.g. pacemakers, hearing aids, defibrillators). If you have such a device, please consult your doctor in advance and stop using the VR glasses immediately if you notice any disruption to your device.

6. The VR experience focuses on exploring the virtual landscape. You can rest assured that there will be no jump scares during the experience. Your field of vision is limited by the VR headset. To this end, certain safety mechanisms have been implemented within the VR experience to visualise the boundaries of the safe walking area and to alert visitors via an audible signal should they leave this safe zone. Please therefore remain strictly within the visible boundaries and pay attention to the signal to avoid the risk of tripping or colliding with other people.

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7. People with contagious diseases or infections, particularly of the eyes, skin and/or scalp, are not permitted to use the VR headsets. To ensure hygiene, the VR headsets are cleaned and disinfected by the support staff after each use.

8. When using VR headsets, please wear flat shoes where possible to ensure direct contact with the floor. Children under the age of 10 are advised not to use VR headsets.

9. People who wear glasses can, and are even advised to, wear their glasses under the VR headset, provided that the glasses are not larger than average (in which case we recommend wearing contact lenses).

10. Some scenes feature flickering and flashing lights, as well as loud noises and music.

11. The VR performance explores themes such as death, serious illness, natural disasters and suicide.

12. Although virtual reality consists merely of artificial images projected before the audience's eyes, the performance contains a number of scenes which, due to their immersive nature, may trigger feelings of confinement and claustrophobia.