Start here find the right manual

Guide 00 | A quick help finder

Start with the situation that sounds like yours. Open the numbered manual, then go to the page listed. **You do not need to read every manual.**

I need help with	Start with
Wear, clean, charge or put away an Amulet Amulet use and care	Guide 01, page 1
Set up the Opticon computer for a scheduled match Competition Opticon Setup	Guide 02, page 1
Learn to play or identify a star Super Nova Star Manual	Guide 03, page 1
A controller or moving spark is not working Controller troubleshooting	Guide 04, page 1
Open the separate development page for practice Super Nova development page setup	Guide 05, page 1
Clean the TV, reduce glare or change its picture TV Picture and Screen Care	Guide 06, page 1

How to use a guide and page number

Example: “Guide 04, page 3” means open **Controller troubleshooting**, then find **Page 3** at the bottom. The guide number and page number are different.

Click an underlined link once to open it. If it does not open, use the printed guide and page numbers. On paper, look for the guide number at the top of each page.

More exact page lists in this finder: problems on page 2; match setup on page 3; Amulet care on page 4; practice setup on page 5; stars on page 6; TV care on page 7; simple computer words on page 8.

Use the **September 28, 2026 set** together. Keep all seven PDFs in one folder so the links can open the other guides. You do not need to read every manual.

Something has stopped working

Use the row that best matches what you see. These links open **Guide 04 Controller troubleshooting**.

What you need	Open this manual and page
It says connected, INVALID or 4/4, but the spark does not follow the player	Guide 04, page 2
Only one player has no working spark	Guide 04, page 3
All or several players stop, including after a quiz or computer sleep	Guide 04, page 4
The USB receiver is missing or will not connect	Guide 04, page 5
An Amulet will not start, switches off or keeps restarting	Guide 04, page 6
Movement is slow, jumpy or only works in some seats	Guide 04, page 7
The spark moves but aims to the side, or the wrong player moves	Guide 04, page 8
A fix seemed to work and I need to check it	Guide 04, page 9
I need to record the problem and ask for help	Guide 04, page 10
I am the technical support person	Guide 04, page 11
I need photos to recognize the receiver or Amulet parts	Guide 04, page 12

If you are in a match now

Write down the score and time. Tell the match leader and other team before reloading the page or unplugging equipment. Reload means opening the same web page again. Opening the aim-adjustment screen does not stop the match clock.

If you are not sure where to start

A **spark** is the moving pointer controlled by a player. If it does not follow a new movement, start with Guide 04, page 2. If the spark moves normally but a **star** will not charge, use Guide 03, page 10.

Ask your **person in charge of the kit or your computer helper** if the checks do not help. Guide 04, page 10 has a simple problem report and space for the support contact.

Set up the Competition Opticon

For an official match, use your community's schedule or the web link for the match. **Guide 02 Competition Opticon Setup** follows that route. The separate development page is on page 5 of this help finder.

What you need	Open this manual and page
Find the schedule and competition link	Guide 02, page 2
Choose the room camera and microphone and join	Guide 02, page 3
Connect the USB receiver to the match website	Guide 02, page 4
Check each player's movement and reduce glare	Guide 02, page 5
Center aim that already follows movement	Guide 02, page 6
Close other programs, check both teams and start	Guide 02, page 7
Install Chrome on Windows	Guide 02, page 8
Install Chrome on Ubuntu	Guide 02, page 9
Use the match day checklist and help links	Guide 02, page 10
Use photos to recognize the receiver and computer	Guide 02, page 11
Follow the video for the list of USB devices and movement check	Guide 02, page 12

Watch the setup video

Open the Spark Challenge videos

Choose **Opticon Set Up**. Guide 02, pages 11 and 12 show the useful moments as still pictures. Pause the video whenever you need more time.

Before play begins

Close all other tabs, extra browser windows, other browsers and unneeded programs. Keep the game, required competition call and any essential accessibility tools open. Reduce glare on the TV as much as possible while keeping the room safe to move around.

Find Amulet photos and care instructions

Use **Guide 01 Amulet use and care** for the controller worn by the player. It includes your kit photos and pictures from the instruction videos.

What you need	Open this manual and page
Recognize the Amulet and camera eye	Guide 01, page 1
Find and clean the camera eye and reduce glare	Guide 01, page 2
Adjust the strap length and recognize the two adjuster halves	Guide 01, page 3
Attach the strap clips	Guide 01, page 4
Change the camera angle and know which side to tighten	Guide 01, page 5
Find the battery lights and power button	Guide 01, page 6
Check the fit and test each player’s movement	Guide 01, page 7
Finish, clean, put away and arrange charging	Guide 01, page 8

Watch the Amulet videos

Open the Spark Challenge videos

Choose the title that matches what you need:

- **Unboxing Super Nova:** recognize the parts in the kit.
- **Equipment Set Up:** follow the controller setup demonstration.
- **Angle Adjuster:** watch how the camera angle is held in place.

For the angle adjuster shown, only one side screw goes into an angle hole at a time. See Guide 01, page 5. There are two knobs, but their holes do not line up at the same angle. Do not force the other screw.

If your battery pack or Amulet case looks different from the one shown, follow its own instructions or ask the kit lead. For a failure during play, use the problem list on page 2 of this help finder.

Set up the development page for practice

Use **Guide 05 Super Nova development page setup** for the separate practice and test page. It has screenshots and arrows. This page opens directly into the game with **Mouse, Sim, Cam and Connect** controls.



Look for these small controls near the top. This is the development page before connection.

What you need	Open this manual and page
Close other programs and reduce TV glare	Guide 05, page 2
Find and open the correct website address	Guide 05, page 3
Prepare the receiver and power the Amulets	Guide 05, page 4
Click Connect and choose the receiver	Guide 05, page 5
Choose Cam and check each real Amulet	Guide 05, page 6
Use full screen or change the game sound	Guide 05, page 7
Select one player and center the aim with Cal	Guide 05, page 8
Practice using the computer mouse	Guide 05, page 9
Watch Sim or choose a practice round	Guide 05, page 10
Fix a development-page setup problem	Guide 05, page 11
Check readiness or finish the practice session	Guide 05, page 12

Mouse and Sim do not test an Amulet. For real controllers, select Cam and follow the movement check on Guide 05, page 6. Choose the correct player before using **Cal**, the aim-adjustment button. Choosing **All** can affect every player.

Learn to play and find a star type

Use **Guide 03 Super Nova Star Manual** once the computer and controllers are working. It shows all 19 star types with illustrations.

What you need	Open this manual and page
Learn basic play and read the game screen	Guide 03, page 2
Normal Star or Tiny	Guide 03, page 3
Invisible Until Touched or Fade and Relocate	Guide 03, page 4
Horizontal or Vertical	Guide 03, page 5
Diagonal or Orbiting	Guide 03, page 6
Wandering or Wave Runner	Guide 03, page 7
Ricochet or Pulse Runner	Guide 03, page 8
Heavy Core or Layered Shell	Guide 03, page 9
Surge Core, or a star that will not charge	Guide 03, page 10
Team Lock or Twin Core	Guide 03, page 11
Shielded Core or Linked Splitter	Guide 03, page 12

If you do not know the star name

Open **Guide 03, page 1** and use its illustrated sections. Watch how the star moves, disappears or changes. Color alone does not tell you the type.

Choose the right kind of help

The spark follows the player, but the star does not charge: start with Guide 03, page 10. Some stars need a different action or another player.

The spark stops following the player: use Guide 04 and the problem list on page 2 of this help finder.

Keep this September 28, 2026 update together as one set. If a manual is revised later, its page numbers may change.

Clean the TV and improve the picture

Use **Guide 06 TV Picture and Screen Care**. It works across TV brands. It shows what to look for and explains how to undo a change.

What you need	Open this manual and page
Clean dust and smudges from the TV	Guide 06, page 2
Reduce glare from windows and lamps	Guide 06, page 3
Point a laptop screen downward so only TV markers face the Amulets	Guide 06, page 3
Use a TV remote and find Picture settings	Guide 06, page 4
Fix a picture that cuts off the game markers	Guide 06, page 5
Understand brightness and contrast	Guide 06, page 6
Check sharpness, outlines or blurry edges	Guide 06, page 7
Check automatic dimming or Game Mode	Guide 06, page 8
Test movement from every seat	Guide 06, page 9
Record settings so a change can be undone	Guide 06, page 10
Find manufacturer instructions and support details	Guide 06, page 11

The easiest place to start

Clean the screen, reduce reflections and show all four complete TV markers. If a laptop on the stand shows the same markers, tilt its screen partly downward. Keep the lid partly open and check that the TV stays on.

Do not turn every picture setting to maximum. Try one small change and test the real Amulets. Keep a change only if it helps. The best setting can differ from room to room.

For a spark that still does not follow the player, use the problem list on page 2 of this finder.

Simple computer words and actions

Use this page whenever a computer instruction is unfamiliar. Ask a room helper if your screen looks different.

Word in a guide	What it means
Click	Move the pointer onto the button or words. Press and release the left mouse button once.
Double-click	Click the same item twice quickly. Do this only when a guide says double-click.
Choose / select	Click an item so it becomes the current choice. A colored box or brighter background often marks it.
Browser / Chrome	A browser is the program that opens websites. Chrome is the browser used in these guides.
Tab	One open website inside the browser. Its small title is usually along the top of the window.
Address bar	The long box near the top of Chrome showing the website address. It is different from a search box inside a website.
USB receiver	The small plug-in device that passes Amulet information to the computer. See its photos in Guide 02, page 11.
Reload / refresh	Open the same web page again. This can interrupt a game, so ask the match leader first.

Close things you do not need before play

1. Save any work first. Finish reading the guides, or use a printed copy.

2. Close unused browser tabs with the small **X** beside their titles. Keep the game and required call tabs.

3. Close extra browser windows, other browsers and unneeded programs. On Windows or Ubuntu, use the window's **X**. On a Mac, choose the program's name at the top, then **Quit**.

4. Keep essential accessibility tools open. If you are unsure what a program does, ask the room helper before closing it.

Minimize hides a window but leaves it running. Use Close or Quit when you want to close it. Do not turn off the computer, unplug the receiver or close the game to improve performance during a match.