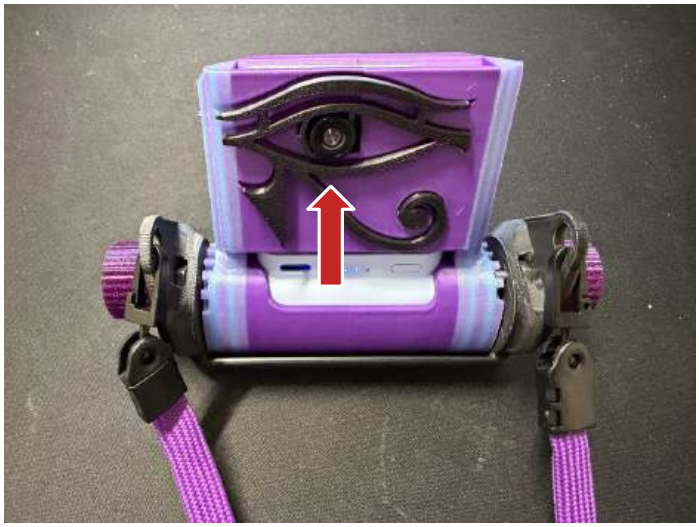
Amulet use and care

Guide 01 for players and helpers

Use this guide to find the parts, fit the neck strap, change the way the camera points, switch on and put the Amulet away.



Front of the Amulet. The red arrow points to the small round camera lens, called the eye. Keep it clean and uncovered.

The eye looks for four black-and-white squares on the TV. These squares are called **markers**. Your **spark** is the small shape on the TV that follows your Amulet. A helper checks the fit, battery and screen.

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Clean the eye and reduce glare

1. Remove the cover from the camera lens before play, if a cover is fitted.

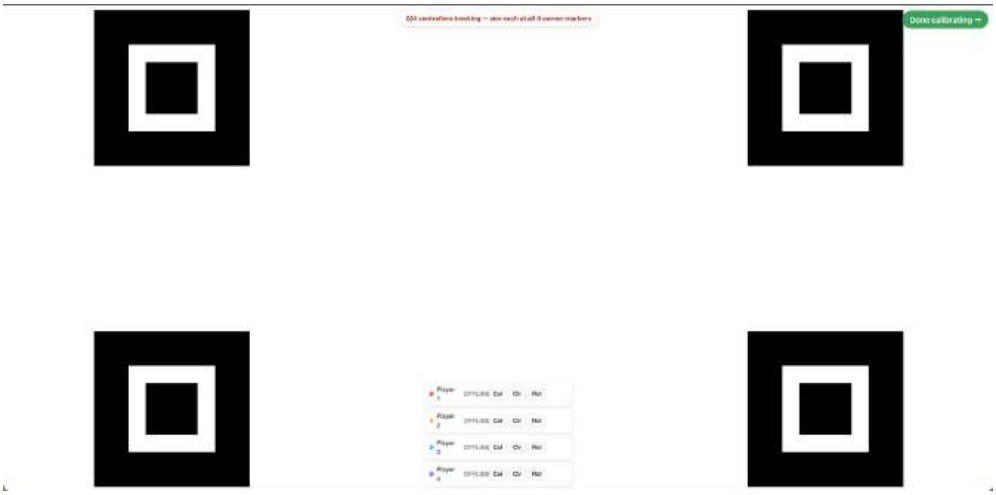
2. Gently wipe the lens with a **clean, soft, dry cloth**.

3. Keep fingers, clothing and the neck strap away from the eye.



This lens has a smudge on it. A smudge can block the eye. Photo from the supplied Amulet manual.

Give the eye a clear view of the TV



All four large black-and-white squares must be fully on the TV. The Amulet needs to see all four together.

1. Keep all four squares fully on the TV. Clean the TV as explained in **Guide 06 TV Picture and Screen Care, page 2**.

2. Reduce bright reflections, called **glare**. Close curtains or blinds. Move reflecting lights or turn them off. Keep enough light to move safely.

3. Put the laptop on its stand. Tilt its screen downward so the Amulet cannot see a second set of squares. Do not close the lid fully if that makes the TV go blank.

Check from the player's seat. The Amulet should see **one set of four squares on the TV only**. Use the event's assigned seat. Moving farther back makes the squares look smaller. **Guide 06, page 3**, shows glare and laptop checks.

Set the neck strap length

The neck strap is also called a **lanyard**. The small round part below holds the strap at the length you choose. It is called the **lanyard adjuster**.



Left to right: 1 Parts apart; 2 Strap in the slot; 3 Parts together.

1. Put the two round parts on a table where you can see them.

2. Put both lengths of strap through the open slot, as shown in picture 2.

3. Put the cap on and **screw it on loosely**. Check that the strap can still slide through.

4. Help the player choose a comfortable strap length. Shorten it if the Amulet needs to sit higher.

5. Tighten the round adjuster until the strap stays in place. Check that the strap no longer slides through.

Check that it worked: The strap stays at the chosen length. The player is comfortable and the eye can face the TV.

To change the length, loosen the round adjuster until the strap slides. Move the strap to the new length, then tighten it again.

Attach the strap to the Amulet

Do this before putting the Amulet on the player. Each end of the strap has a small clip that opens and closes. The video calls this clip a **latch**.

1. Open the clip at one end of the strap.

2. Pass that end through the hole in the Amulet, as shown below.

3. Close the clip until it clicks into place.

4. Do the same with the other strap end, on the other side of the Amulet.



Equipment Set Up video, about 00:54. The strap end goes through the hole. The clip then closes again.



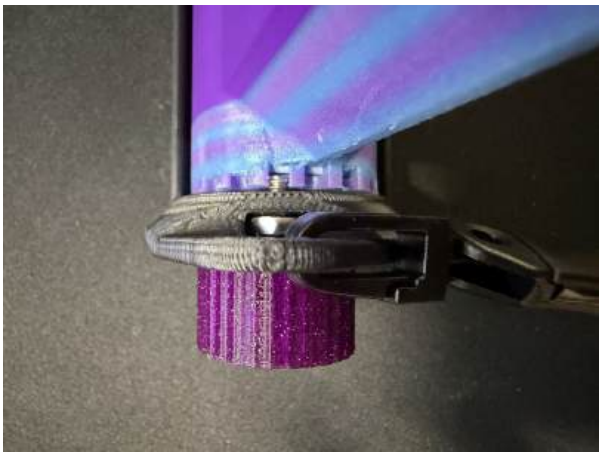
The two strap ends are attached. This photo shows another side of the Amulet. Use page 1 to find the camera eye.

Check that it worked: Both ends of the strap are attached. Both clips are closed. The strap does not cover the eye.

If a clip will not close or a part is damaged, ask the person looking after the equipment for help before wearing the Amulet.

Change the camera angle

A helper can **tilt the camera**, which means point it more upward or downward. Hold the Amulet while doing this. Keep the player comfortable.





The purple side knobs change the way the eye points. The red arrow shows the knob to hold.

1. Hold the Amulet with one hand. Loosen the side screws until the camera part can tilt.

2. Tilt the camera so its eye points toward the middle of the TV while the player sits comfortably.

3. Gently screw in **only the side that lines up with a hole**.

4. Keep the other screw out of its hole. Check that the camera stays in place.



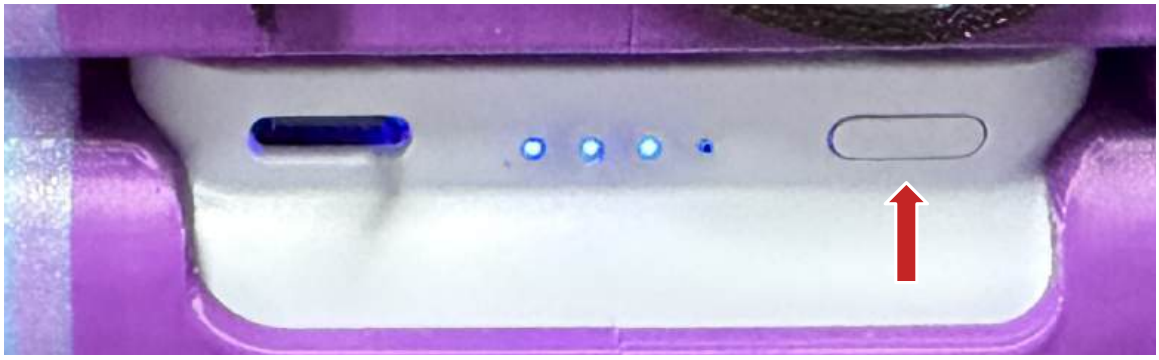
Angle Adjuster video, about 00:30. One side screw holds the camera in place.

Use only one side screw at a time. The holes on the two sides are in different places. This gives you more choices of angle. If one side does not give the angle you need, loosen it and try the other side. Never force a screw into a hole that does not line up.

You may still see two knobs, but only one screw goes into a hole. If your Amulet looks different, ask the equipment helper to show you. Check the moving spark again after changing the angle.

Use the battery pack

The **battery pack** powers the Amulet. Use the pack and charger approved for your Amulet. Follow that pack's charging instructions. Ask the equipment helper if you are unsure which to use.



The battery pack on this Amulet. The red arrow points to its oval button. The blue lights are also on the battery pack.

Find the power button

For the battery pack described in the supplied Amulet manual:

To do this	Use the battery pack power button
Turn on	Press once
Turn off	Hold for 5 seconds

If your battery pack is different, follow its own instructions. Those instructions explain charging time and the lights. A light alone does not mean the camera or game is working.

The supplied manual says this pack uses the same charger as the robot controller and may last **6 hours or longer** after a full charge. Your battery may last a different amount of time. Ask before using another pack or charger, even if it looks similar.

Switch on

1. Check that the outside power plug is firmly in place.

2. Switch on the battery pack using its own instructions.

3. Keep the eye uncovered and point it toward the TV. Go to page 7 to check that the spark moves.

If the Amulet will not start or keeps stopping, use **Guide 04 Controller Troubleshooting**. Ask a support person to open the case or check wires inside it.

Check the fit and moving spark

Have a helper prepare the computer with **Guide 02 Competition Opticon Setup**. For practice on the separate test page, use **Guide 05 Super Nova Development Page Setup**.

Close everything else for best performance

Save any open work. Close **all other website pages, browser windows, other browsers and unneeded programs**. A browser is the program used to open the game, such as Chrome. Keep only the game, the required call and tools a player needs for access. Hiding a window does not close it.

Check one player at a time

1. Help the player sit in their usual playing position.

2. Put on the Amulet. Use page 3 to change the strap length and page 5 to change the camera angle. Keep the player comfortable.

3. Check that the eye is clean and uncovered. Keep clothing and the strap out of the way. The eye should see all four squares on the TV, with as little glare as possible.

4. After switching on, hold still for about **5 to 10 seconds**. Then move gently left, right, up and down.

5. Watch that player's own spark follow the movement. Do this for each Amulet being used.

6. Briefly point the eye away, then back at the TV. Wait a moment and check that the spark follows movement again.

Check that it worked: Each player can move their own spark comfortably. A dot sitting still or a message saying connected is not enough.

During play

Use small, smooth movements. If the player looks away, face the eye toward the TV again. Wait a moment, then check that the spark moves. The player does not need to stay frozen in place.

If the spark moves but aims too far to one side, use the steps to center the aim in **Guide 02**, or **Guide 05** for the test page. Check the aim again after changing the strap, camera angle, seat or screen size.

If the spark does not move, use **Guide 04 Controller Troubleshooting**. To learn the game, use **Guide 03 Super Nova Star Manual**.

Finish and put the Amulet away

1. Switch off the battery pack. For the pack described on page 6, hold its button for **5 seconds**.

2. Help the player take off the Amulet comfortably.

3. Wipe any new smudges from the lens with a clean, soft, dry cloth.

4. Check the outside cable, plug and strap. Tell the equipment helper about damage or a loose part.

5. Put the Amulet back in its own labeled kit. A kit is the group of Amulets and the small USB receiver that belong together.

6. Arrange charging with the correct charger. Follow the battery pack's instructions so it is ready for the next session.

If a battery is swollen, damaged or unusually hot, stop using and charging it. Ask the equipment helper to follow the battery supplier's instructions.

Check the kit before putting it away

The Unboxing Super Nova video shows **four Amulets with lens covers, four neck straps, four strap adjusters and one USB receiver**. The receiver is the small device that plugs into the game computer. Check your own kit's labels and contents.



Unboxing Super Nova video, about 00:29. The presenter holds the two parts of a strap adjuster above the kit.

Before play: clean eye, comfortable fit, charged battery, clear TV squares and a spark that moves. **After play:** battery off, lens checked, damage reported, kit together and charging arranged.

Watch the short videos

Unboxing Super Nova | Equipment Set Up | Angle Adjuster

Photos supplied by the project owner. Video pictures are from Lifespark's Spark Challenge training videos, reviewed September 25 2026. See Guide 00 Start Here to choose another manual.