Super Nova Star Manual

Guide 03 for players and helpers

Use this guide when the computer and Amulets are ready. Start on page 2 to learn how to play. Then use the pictures to find help with any of the 19 star types.

Your **spark** is the small moving shape on the TV. The game also calls it a **cursor**. It follows your Amulet. Move the middle of your spark into a star and hold it there. The star fills up, called **charging**, until it bursts.

Find the star you see

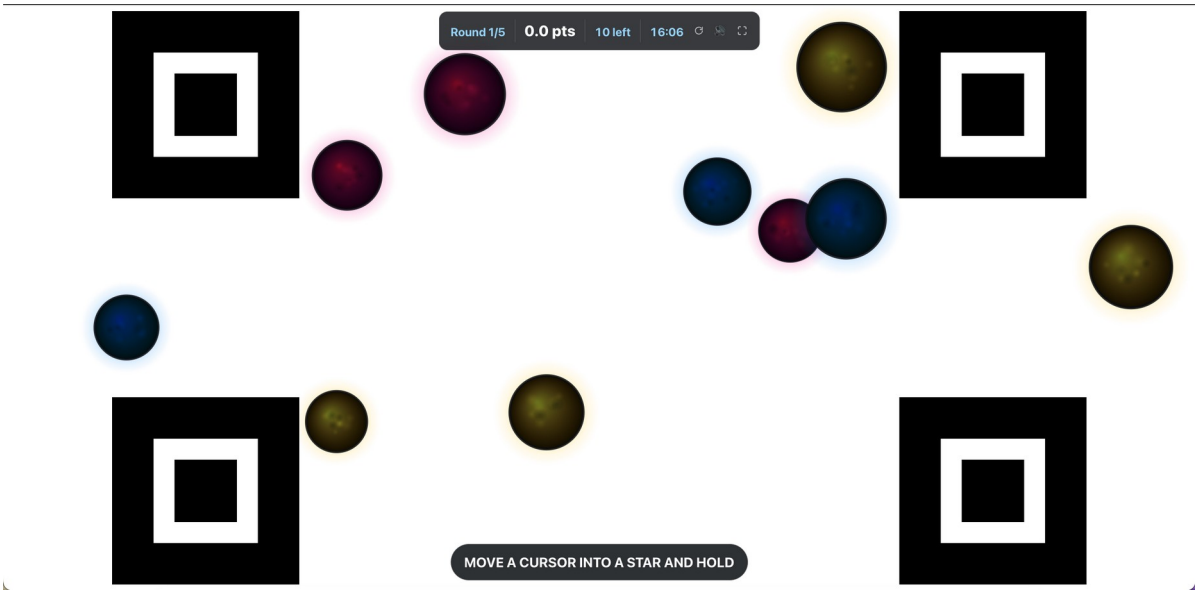
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For computer setup, use **Guide 02 Competition Opticon Setup**. If the spark will not move, use **Guide 04 Controller Troubleshooting**. For the strap, battery and lens, use **Guide 01 Amulet Use and Care**.

For practice on the separate test page, use **Guide 05 Super Nova Development Page Setup**.

Basic play and the game screen

Help the game run smoothly: Save work, then close all other website pages, browser windows, other browsers and unneeded programs. Keep only the game, the required call and tools a player needs for access. Ask your helper to do this if needed.



Round 1 of Super Nova. The large colored circles are stars. The four black-and-white squares, called markers, help the Amulets know where they are pointing.

Reduce glare, which means bright reflections on the TV. Close curtains or blinds. Move reflecting lights or turn them off. Keep enough light to move safely. Check from each player's seat that all four squares are clear.

How to clear a star

1. Move the **middle of your spark inside a star**. Hold it there. You do not need to click a button.

2. Keep holding until the star bursts. If you move away, the progress you made is saved.

3. Read the hint at the bottom of the screen. Some stars need another player to help. More sparks can fill a star faster.

What to look for: The star gets brighter and the ring around it fills. The strip at the top shows the round, points, time and number of stars left. If a star splits, clear both pieces before that number goes down.

Color does not tell you the star type. Any type can be red, yellow, blue or pink. Watch what it does and look for small marks inside it. Size alone does not tell you the type.

These pictures use blue stars as examples. Gray arrows and labels explain movement; they are not part of the game. “Can appear from” means the first round where that type may appear. You may see a different mix each time you play.

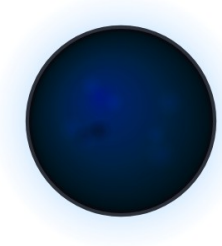
Stars that stay in one place

Color does not tell you the type. Blue is just an example.

Watch what the star does. Does it stay still, disappear or move? Do not guess its type only from its size. Normal stars can be different sizes too.

Normal Star

Can appear from round 1

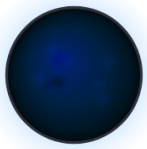


This star stays in one place. It has no special marks or extra steps.

1. Put the middle of your spark inside the star.
2. Hold it there until the star bursts. Another player can help it fill faster. Round 1 has only Normal Stars.

Tiny

Can appear from round 2



A small star that stays still. It has no special mark. Other stars can be small too.

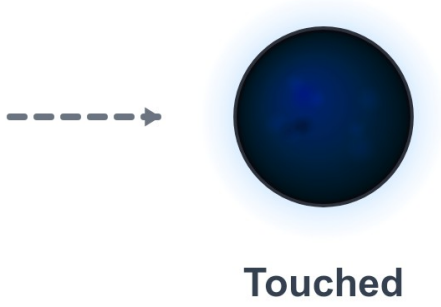
1. Carefully put the middle of your spark inside this small star. The glow around your spark does not count.
2. Hold there. The star should fill and then burst.

Disappearing stars

Color does not tell you the type. Blue is just an example.

Invisible Until Touched

Can appear from round 2

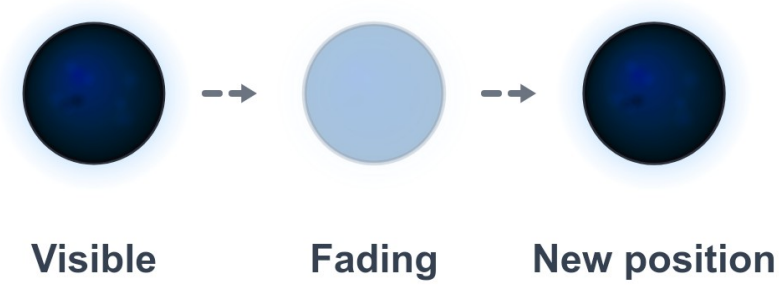


You cannot see this star until a spark touches it. Then it stays visible.

1. If stars are left but you cannot see them, slowly move your spark around empty areas.
2. When a star appears, keep your spark inside it until it bursts.

Fade and Relocate

Can appear from round 2



This star fades away, moves somewhere else and comes back. It keeps doing this. The test page calls it Fade & Relocate.

1. Look for the star when it comes back in a new place.
2. Move your spark inside it and keep filling it. Your earlier progress is saved. Repeat until it bursts.

A star that disappears may still need to be finished. Check the number of stars left, then look for the star to return.

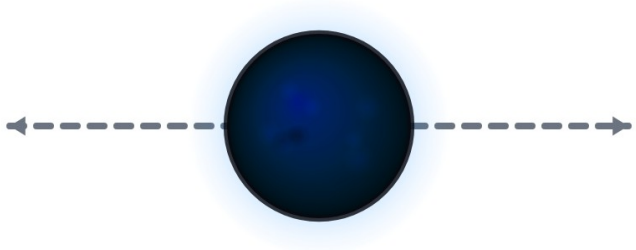
Sideways and up and down

Color does not tell you the type. Blue is just an example.

Follow the moving star and keep the middle of your spark inside it. The gray arrows in the pictures show which way it moves. Those arrows do not appear in the game.

Horizontal

Can appear from round 2

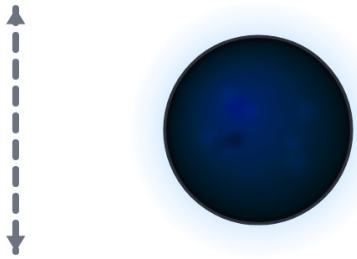


Moves left and right across the game area.

1. Follow the star left and right. Turn back when it turns at an edge.
2. Keep your spark inside until it bursts. If you fall behind, catch up. Your progress is saved.

Vertical

Can appear from round 2



Moves up and down across the game area.

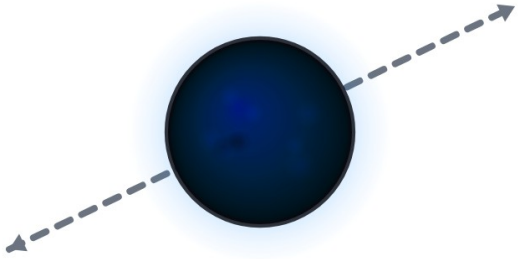
1. Follow the star up and down. Turn back when it turns at an edge.
2. Keep the middle of your spark inside until the star bursts.

Diagonal and circular movement

Color does not tell you the type. Blue is just an example.

Diagonal

Can appear from round 3

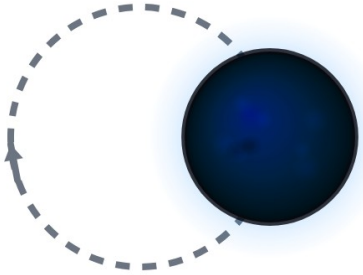


Moves on a slant and bounces when it reaches an edge.

1. Move sideways and up or down together to follow the slant. Change direction when the star bounces.
2. Keep following until it bursts. Your progress is saved if you briefly move away.

Orbiting

Can appear from round 3



Moves in a circle around one spot.

1. Follow the moving star around the circle. Aim at the star itself, not the empty space in the middle.
2. Keep your spark inside until the star bursts.

Watch the way the star moves. These types have no special direction symbol in the checked game version.

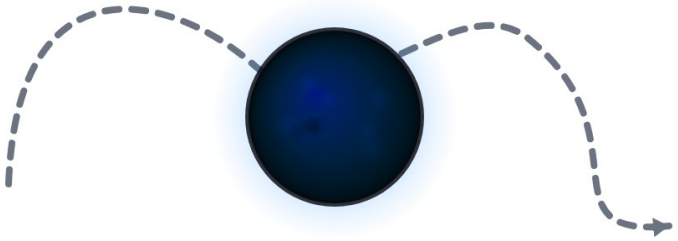
Curving paths

Color does not tell you the type. Blue is just an example.

Watch for a change in speed or direction. Move your spark a little at a time to stay inside the star.

Wandering

Can appear from round 3

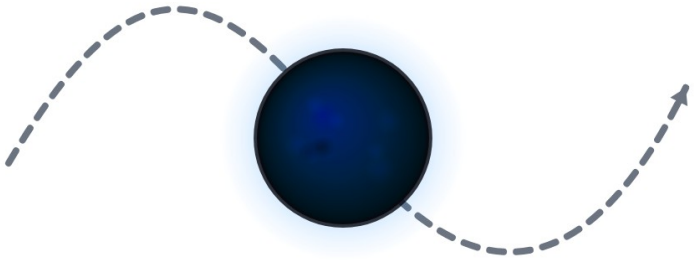


Moves slowly while smoothly changing direction.

1. Follow the star as its path bends. It may not keep going straight.
2. If you move away, find it again and keep holding inside until it bursts.

Wave Runner

Can appear from round 4



Moves sideways and up and down at the same time, like a wave.

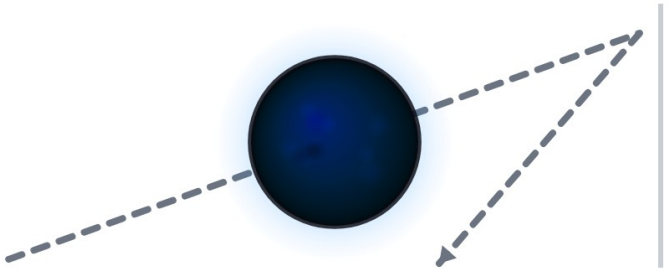
1. Follow both movements: sideways, and up and down.
2. Keep the middle of your spark inside the star until it bursts.

Changing direction or speed

Color does not tell you the type. Blue is just an example.

Ricochet

Can appear from round 4

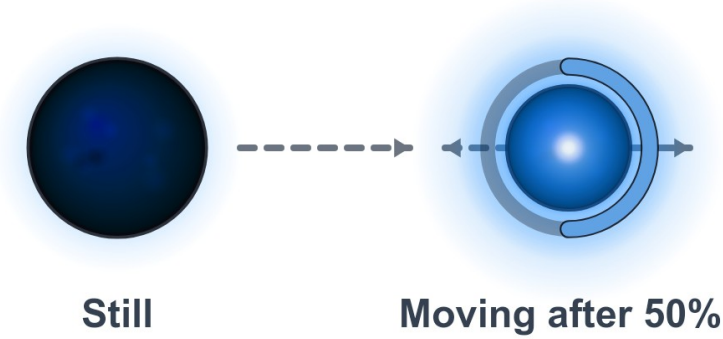


Chooses a new direction each time it reaches an edge.

1. Watch when the star reaches an edge. Follow the new direction it chooses. The next turn may be different.
2. Keep your spark inside until the star bursts.

Pulse Runner

Can appear from round 3



Stays still at first. When half full, it starts moving and switches between fast and slow. It has no special mark.

1. Hold your spark inside while the star stays still. Be ready to follow it when it is half full.
2. Catch up when it slows down. Keep filling it until it bursts.

Pulse Runner starts moving when half full. Surge Core jumps to a new place once, then stays there.

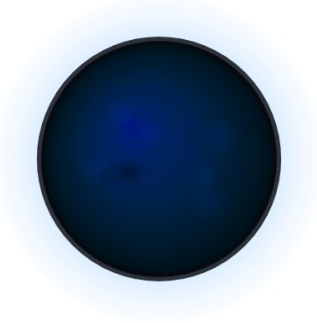
Stars that need a longer hold

Color does not tell you the type. Blue is just an example.

Keep watching the bright middle and the ring around the star. They show your progress. Taking longer or moving to a new spot does not erase the progress already made.

Heavy Core

Can appear from round 2



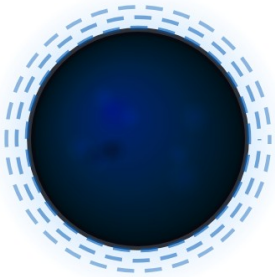
Stays still and takes longer to fill. It has no special mark, so its looks alone may not tell you the type.

1. Keep your spark inside for longer. Ask another player to help if needed.
2. Wait for the star to burst. A large star is not always a Heavy Core.

Extra detail: this type needs 55% more time than its usual charging time setting.

Layered Shell

Can appear from round 3



Three broken-line rings surround the star. The rings disappear as the star fills.

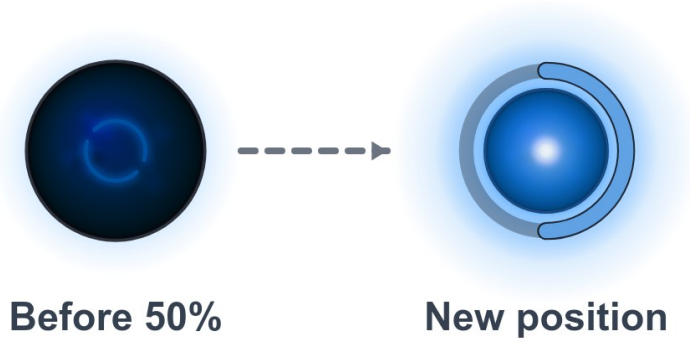
1. Hold your spark inside the star, not on its rings. One player can finish it.
2. Keep holding through all three stages. The rings disappear and the star bursts.

The star that jumps once

Color does not tell you the type. Blue is just an example.

Surge Core

Can appear from round 3



Two curved marks sit inside this star. When half full, it jumps to a new place once. The marks then disappear.

1. Find the star after it jumps.
2. Hold your spark inside it again. Your progress is saved. It stays in the new place until it bursts.

Fade & Relocate keeps fading and moving. Surge Core jumps only once, when half full. Layered Shell needs only one player. Shielded Core needs two players at first.

If a star stops filling

1. Check that the middle of your spark is inside the star.
2. Read the bottom hint. It may ask for another player.
3. If a new star or split piece will not fill, move out of it briefly, then move back inside.

If your spark itself stops following the Amulet, use **Guide 04 Controller Troubleshooting**.

Optional practice demo

Use **Guide 05 Super Nova Development Page Setup** to open and prepare the practice page.

Star behavior reference checked September 21, 2026.

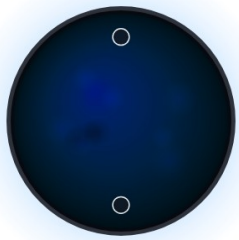
Stars that need teamwork

Color does not tell you the type. Blue is just an example.

Ask another player to help. Team Lock and the first part of Shielded Core need two sparks anywhere inside. Twin Core needs one spark on each side.

Team Lock

Can appear from round 3

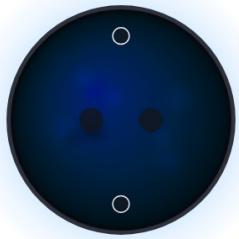


Small dots appear near the top and bottom. The bottom hint says TEAM LOCK when another player is needed.

1. Put two spark centers inside the star at the same time. They can be anywhere inside.
2. Keep both there until it bursts. With only one spark, filling pauses until help returns.

Twin Core

Can appear from round 4



Two dark dots sit side by side inside the star. There are also small dots near the top and bottom.

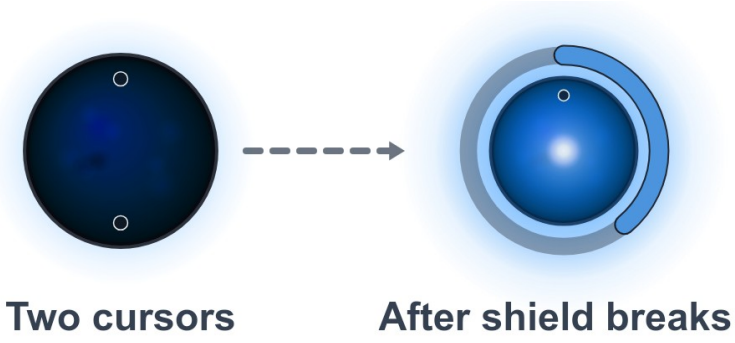
1. Put one spark in the left half and another in the right half at the same time. Each middle dot lights up when its side has a spark.
2. Keep both sparks on their sides until the star bursts.

A shield and a split

Color does not tell you the type. Blue is just an example.

Shielded Core

Can appear from round 4



Starts with two small dots. The bottom hint says SHIELDED CORE when another player is needed.

1. Put two sparks inside until the shield breaks and only one small dot remains.
2. One spark can then finish the star. More sparks can still help it fill faster.

Extra detail: the shield breaks when the star is 38% full, a little over one-third.

Linked Splitter

Can appear from round 4



Two small circles are joined by a line. When filled, this star splits into two moving pieces.

1. Fill the star until it splits into two moving pieces.
2. Fill and burst both pieces to earn the points. One spark can fill either piece. The pieces do not split again.

The joined-circle mark can appear on other stars that split too. **Both pieces together count as one original star.** Finish both before the stars-left number goes down.