Super Nova development page setup

Guide 05 for coaches and helpers

Use this guide for practice and controller checks on the **development page**, a test version of Super Nova. Follow one page at a time. Each page tells you what to do and what you should see.

For a scheduled competition, use your community's match link and **Guide 02 Competition Opticon Setup**.

Choose what you want to do

Use real Amulet controllers: follow pages 2 through 8. Finish with the checks on page 12.

Try without Amulets: follow pages 2 and 3. Then try **Mouse** on page 9 or the **Sim** demonstration on page 10. No USB receiver is needed.

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Prepare the computer and reduce glare

Close everything else before starting

1. Save unfinished work. Ask the person using the computer before closing their work.

2. Close other browser tabs and windows. A **tab** is a page name at the top of Chrome. Click its small X to close it. Keep the game tab once it is open.

3. Close other browsers and unneeded apps, such as email, music, videos and documents. Use **Close** or **Quit**. Hiding a window does not close the app.

Keep the game and any required call or accessibility tools, such as a screen reader. If this guide is on the game computer, close it after setup. A printed copy or second device can help.

Remove as much glare as possible

Glare means bright reflections. **Markers** are the four black-and-white squares the camera needs to see. Use **Guide 06 TV Picture and Screen Care** for cleaning and screen help.

1. Clean the TV following Guide 06. Close curtains or blinds. Move lamps that reflect on the TV. Keep the room safely lit.

2. If using a laptop on a stand, tilt its screen partly down so the Amulet sees only the TV’s markers. Do not fully close the lid if the TV goes blank.

3. Look from each player’s seat at the height of their Amulet. Reduce reflections as much as possible. Keep people and objects out of the way. Once the game is open, check that all four TV markers are fully visible.

Ready to continue: unneeded apps and tabs are closed. The TV is clean and reflections are reduced. Go to **page 3** to open the game.

Open the correct page in Chrome

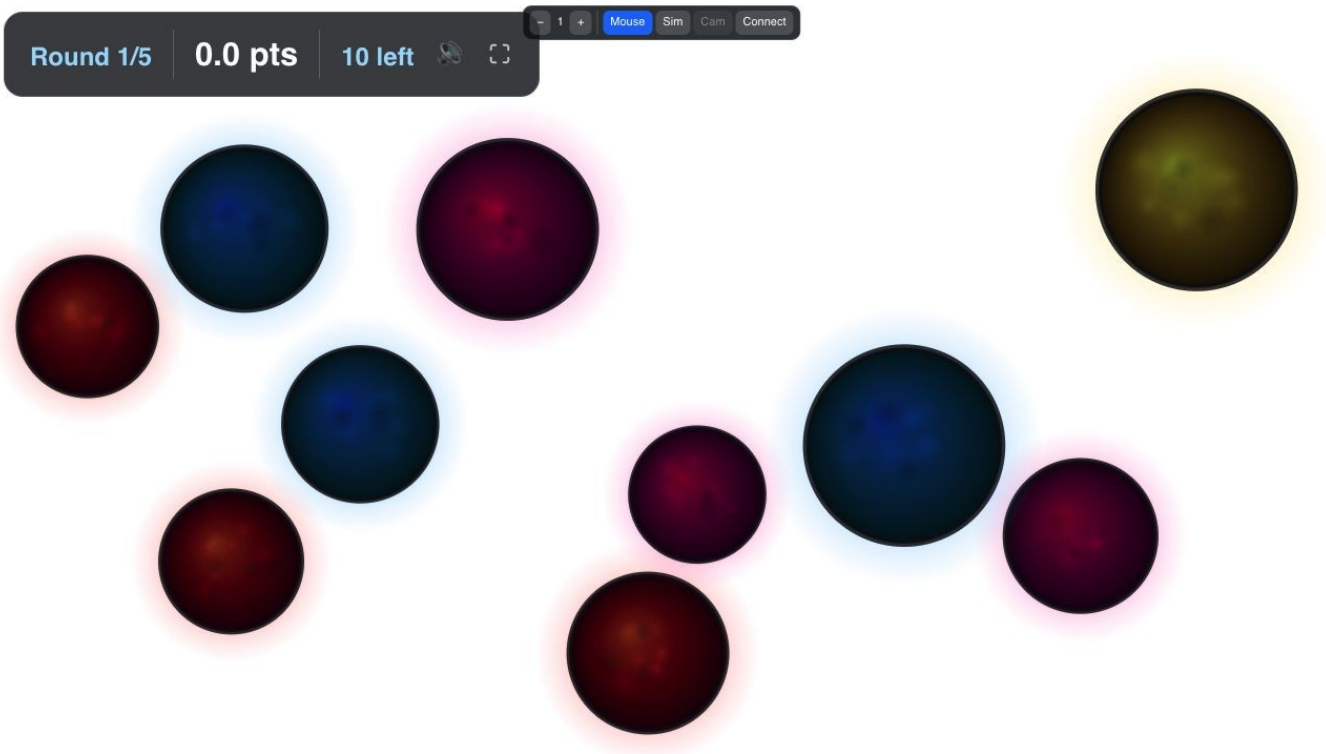
1. Open **Google Chrome**, the app for websites. If it is missing, use the Chrome installation pages in **Guide 02** or ask your computer helper.

2. Click the link below. Or type the full address into the long address box at the top of Chrome, then press **Enter**.

Open the Super Nova development page

https://spark.performanceleagues.com/competition/dev/super-nova-test

To select the address box, hold **Ctrl** and press **L** on Windows or Ubuntu. On a Mac, hold **Command** and press **L**. Type the address there, not in a webpage's search box.



The test page before the receiver is connected. Stars are the large colored circles. The small top buttons include Mouse, Sim, Cam and Connect.

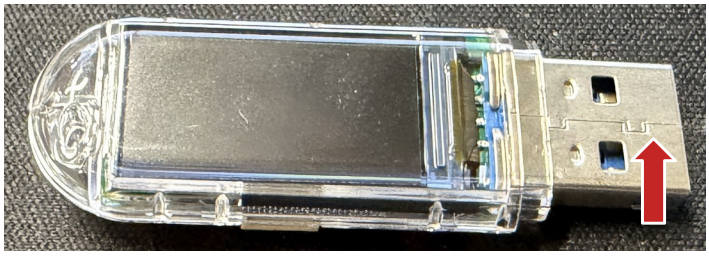
You should see: a white playing area, colored stars and the top buttons. This test page opens straight into the game. You do not need **Join Room** or **Start match**.

Cam is gray until a receiver connects. That is normal. Continue to **page 4** for Amulets, or **page 9** to try the mouse.

Something different appeared? Check the full address, including **/competition/dev/**. If you see an error or sign-in page, ask your helper. Do not enter a competition code here.

Prepare the receiver and Amulets

The **USB receiver**, also called the **T-Dongle**, is the small device pictured below. It passes the Amulets' messages to the computer. Keep it with its own Amulets as one kit.



Red arrow: this metal plug goes into the computer. The receiver can work even if its small display is dark.

1. Switch on the computer and TV. Check that the TV shows the game screen.

2. Put the kit receiver's metal plug into a matching **USB socket on the computer**. Do not use a socket on the TV.

3. Check that each Amulet's own battery is charged. Check its outside power plug. Turn the battery on using its instructions.

4. Help the player wear or hold the Amulet comfortably. Point its camera eye toward the middle of the TV.

5. Keep fingers, clothing and the strap away from the eye. Wipe smudges gently with a clean, soft, dry cloth.

Allow startup time

Hold the Amulets still, facing the TV, for about **5 to 10 seconds**. This gives them time to start. You still need to connect the website on page 5 and check movement on page 6.

Use **Guide 01 Amulet Use and Care** for fit and battery help. If your battery looks different, ask the kit lead, the person responsible for the equipment.

Check before moving on

[ ] The correct receiver is in the computer. Batteries are charged and switched on.

[ ] The eyes are clean, uncovered and facing the TV. Glare is reduced.

Continue to **page 5**. You do not need to open Bluetooth settings or change which controllers belong to the kit.

Connect the receiver to the website

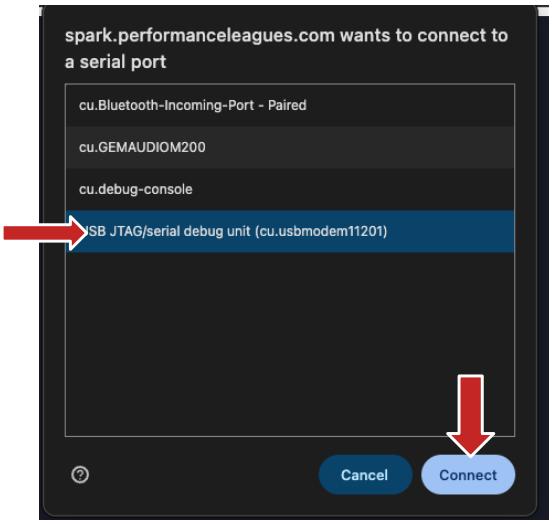
1. Find the small buttons near the top of the game. Click **Connect** once.



Red arrow: click Connect. Cam is gray before connection.

2. A list should open in Chrome. Click the receiver's name once. Its row should change color.

3. Click **Connect** at the bottom of that list.



Example on a Mac. Click the kit receiver, then Connect at the bottom. Your computer may show a different name or number.

Connect is gray? Click the receiver's name first. **No devices, or several similar names?** Use **page 11** or ask your helper which receiver to choose. Do not guess.

You should see: the list closes and **Cam** is selected. Buttons such as **All, 1, 2, 3, 4** and **Cal** appear. Next, check movement on **page 6**. A connection alone does not prove the Amulets work.

Check the right mode and each player

A **mode** is a choice of what controls the sparks. After connection, **Cam** should be selected for real Amulets. If you try **Mouse** or **Sim** later, click **Cam** again to return to the Amulets.

Button	What moves the spark
Mouse	Your computer mouse
Sim	The computer moves four demonstration sparks
Cam	Real Amulets, using the USB receiver

1. Check that **Cam** is selected. Its button is normally blue.

2. Find all four black-and-white corner markers on the TV. Each whole square must be visible. Keep them clear of people and reflections. If an edge is cut off, use **Guide 06** before continuing.

3. Move the computer mouse so its pointer is outside the white playing area. Leave it still. The mouse can move a practice spark even when **Cam** is selected.

4. Ask everyone else to hold still. Move one Amulet gently left, right, up and down.

5. Watch that player’s spark follow the Amulet. Repeat with every Amulet you will use.

6. Point each Amulet away from the TV briefly, then back. Its spark should move again.

The **spark** is the player’s moving pointer. A still spark, colored connection dot or **4/4 live** message is not enough. Move each Amulet and watch its own spark follow.

Ready to continue: each Amulet moves its own spark while the mouse stays still. Go to **page 7**. If nothing moves, use **page 11**. If the spark moves but points too far to one side, use **page 8**.

Make the game full screen and set sound

Make the playing area larger

1. Find the speaker symbol near the top left of the game. Click the small **four-corner symbol** beside it, shown by the arrow below.



Red arrow: the four-corner icon opens full screen. The speaker symbol is immediately to its left.

2. The game should fill the TV. In **Cam**, check that all four markers still fit. If an edge is cut off, use **Guide 06**. Test movement again before centering the aim.

To return to the normal window, press **Esc** on the keyboard. Or click the game's four-corner symbol again.

Set the sound

Click the **speaker symbol** to turn game sound off or on. A line through it means sound is off. If you still hear nothing, check the computer and TV volume. Keep it comfortable.

Ready to continue: the game is easy to see, all four markers fit and the sound is comfortable. Use **page 8** if aim needs centering. Otherwise use the checklist on **page 12**.

Center the aim if needed

Set the screen size first using **page 7**. Use **Cal** only if the Amulet moves its own spark but points too far to one side. Cal means center the aim. It cannot fix a blocked eye, glare or a spark that will not move.

Button names after connection

All **1** 2 3 4 **Cal** Clr Rst Diag

Button illustration based on the page's software. This is not a photo of connected controllers.

If you cannot see the buttons, make the window wider or use full screen. The top row of buttons can also scroll sideways. Ask your helper if you cannot find **Cal**.

1. Choose one player. Ask the others to hold still. Move this Amulet and check which spark follows.

2. Click that player's number near the top: **1, 2, 3 or 4**. For Player 1, click **1**. Do not leave **All** selected when adjusting just one player.

3. Seat the player comfortably where they will play. Point the camera eye at the middle of the TV.

4. Click **Cal** once. Keep the Amulet still for about **two seconds**.

5. Move left, right, up and down. Check that the spark now points where expected.

6. Repeat for another player only if needed. Click the correct player number before every **Cal** click.

This timing is from the reviewed Camera V18 instructions. If your kit behaves differently, ask the kit lead which instructions to use.

Leave **Clr, Rst** and keyboard shortcuts for support. **All** means every player. Avoid pressing the **space bar** after connection: it also sends a centering command to the selected player or All.

Ready to continue: the player moves their own spark comfortably. Check again after changing the strap, camera angle, seat or screen size.

Practice with the mouse

This is an optional way to learn the game without Amulets. Mouse play does not test whether an Amulet works.

1. Click **Mouse** in the small row of buttons near the top.



Red arrow: click Mouse. The selected button is blue.

2. Move the mouse pointer into the white playing area. A small practice spark should follow.

3. Put the middle of the spark on a star, one of the large colored circles. Hold the mouse still. A ring should grow as the star fills up.

4. When the star is finished, move to another. You do not need to click a star to fill it.

Use **Guide 03 Super Nova Star Manual** to learn the different stars and how players work together.

Return to real Amulets

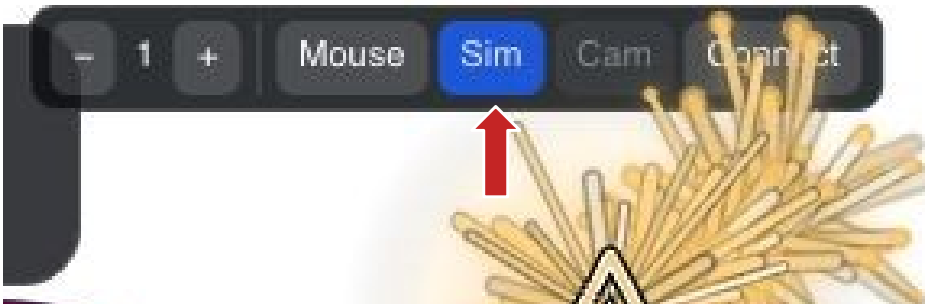
If the receiver is connected, click **Cam**. Move the mouse pointer out of the playing area and leave it still. Repeat the check on **page 6**. If Cam is gray, connect using **page 5**.

You should see: the spark follows the mouse and can fill a normal star. This does not confirm that an Amulet works.

Watch the demonstration and change rounds

Watch automatic movement

1. Click **Sim**. This starts a demonstration: the computer moves four sparks by itself.



Red arrow: Sim is selected. These sparks move automatically.

2. Watch the sparks fill stars. To stop, click **Mouse** or, if connected, **Cam**.

Moving sparks in **Sim** do not prove the Amulets work. Click **Cam** and test each real Amulet before players use them.

Choose a practice round



Red arrows: minus goes back one round; plus goes forward one round. The number between them tells you the round.

Click **minus** or **plus** beside the small round number. Start with **Round 1**. The version reviewed for these pictures has five rounds; use **1 through 5**.

Changing rounds starts a new board. Finish any check you want to record before changing rounds. **Guide 03** explains the later star types.

Fix a setup problem

Try one change at a time, then check movement again using **page 6**. Use **Guide 04 Controller Troubleshooting** if you need more help.

Cam is gray or nothing appears in the device list

Check that the receiver is plugged into the computer. Use Chrome with one game tab. Close controller-testing apps. In Arduino, close **Serial Monitor** and **Serial Plotter**. Click **Connect** again. If several names look alike, ask your helper.

Connect is gray in the device list

Click the receiver's name first so its row changes color. Then click **Connect** at the bottom. If you closed the list, click the game's **Connect** button to open it again.

Sparks move but the Amulets do not control them

Click **Cam** for Amulets. **Sim** moves sparks automatically; **Mouse** uses the mouse. Move the mouse pointer out of the game and leave it still. Try one Amulet at a time.

An Amulet has no moving spark

Check its battery. Clean and uncover the eye. Face all four TV markers. Reduce glare from the player's seat. If the spark never follows, stop clicking **Cal** and use **Guide 04**.

Movement is slow or jumpy

Save work. Close unneeded tabs, browsers, apps and this guide. Keep the game and required call or accessibility tools. Check the clean TV, glare, full markers and laptop screen position using **Guide 06**.

It worked and then stopped

Stop practice. Click Chrome's circular reload arrow beside the address box. The page opens again and may lose the practice board. Click **Connect**, choose the same receiver and click **Connect** in the list. Test every Amulet. Leave saved player assignments alone.

Still not working? Ask support. Write down the controller labels, exact error words and what happened just before it stopped.

Use the checklist and finish the session

Before people begin

[ ] Only the game and required call or accessibility tools are open. Other tabs, browsers and apps are closed.

[ ] The TV is clean and glare is reduced from every seat. The camera cannot see a second set of markers on a laptop. See **Guide 06**.

[ ] The kit's receiver is connected. **Cam** is selected for Amulets.

[ ] All four TV markers are fully visible. Every camera eye is clean and uncovered.

[ ] The mouse pointer is outside the game and still. Every player moves their own spark left, right, up and down.

[ ] Movement returns after briefly pointing away and back. Players are comfortable.

When you finish

1. Close the development page when practice is over.

2. Switch off the Amulet battery packs using their instructions.

3. Put the receiver and Amulets back in their own kit. Use **Guide 01** for cleaning, charging and storage.

About these pictures and instructions

Page pictures and controls were checked on **September 25 2026**. The device-list picture is an earlier Mac example. Caleb Thomas supplied the receiver photo on page 4. Page 8 uses a button illustration.

The screenshots were not made with a live Amulet connection. Connected controls were checked in the software on that date. Test your real equipment with the checklist above. This test page may change.

Development page used for this guide

Other help: **Guide 01** Amulet care; **Guide 02** Competition Opticon Setup; **Guide 03** Super Nova Star Manual; **Guide 04** Controller Troubleshooting; **Guide 06 TV Picture and Screen Care**.