TV Picture and Screen Care

Guide 06 | Simple checks for clearer markers

Use this guide before play, or when the picture is dim, shiny, cut off or hard to follow. **You do not need computer experience.**

An **Amulet** is the controller a player wears. Its small camera eye looks toward the TV. **Markers** are the four black-and-white squares around the game. A **spark** is the moving pointer controlled by a player.

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Start with these three jobs

1. Clean the screen and reduce reflections. Follow pages 2 and 3.

2. Make sure only the TV's set of markers faces the Amulets. Follow pages 3 and 5.

3. If help is still needed, change **one setting at a time**, then test movement. Follow pages 4 through 9.

There is no single best number for every TV. **Higher brightness, contrast or sharpness is not always better.** Keep settings that give a clear picture and reliable movement in your room.

Clean the TV screen

Do this before opening the game. A clean screen makes dust and smudges less likely to hide the markers.

Get a clean, soft microfiber cloth

This is a soft screen-cleaning cloth. It should be free of grit. Use the TV maker's cleaning instructions if you have them.

1. Turn the TV off with its remote. Let it cool for a few minutes.

2. Unplug the TV's power cord if it is safely within reach. Ask the room helper if the plug is behind a heavy TV or stand.

3. Use the **dry cloth first**. Wipe the screen lightly. Do not press hard or scrub.

4. If a mark remains, check the TV maker's instructions before using liquid. If the maker allows distilled water, put a small amount on the cloth. The cloth should be barely damp, never dripping.

5. Let the screen dry completely. Then reconnect power and turn the TV on.

Keep these away from the screen

- Spray directly on the TV, window cleaner, household cleaner or alcohol.
- Paper towels, rough cloths or abrasive sponges.
- Hard pressure from fingers or the cloth.

Check that it worked: The screen is dry, with no obvious dust or smears across the marker areas.

Ask for help if: A mark will not come off with gentle cleaning, or you cannot safely reach the TV. Stop and ask the room helper.

This page is for the **TV screen**. For the Amulet's small camera eye, use Guide 01, page 2.

Source: **Samsung: cleaning a TV**

Reduce glare and hide extra markers

After cleaning, open the real game using Guide 02 or Guide 05. Return here when the TV shows the game and its four markers.

Glare is a bright reflection on the screen, such as a window or lamp. Check from each player's seat, near the height of the Amulet's camera eye.

1. Close blinds or curtains where sunlight reflects on the TV.

2. Move or turn off a lamp that makes a bright patch on the picture. Keep the room and walking paths safely lit.

3. Check that decorations, people, reflections and equipment do not hide the four markers.

If there is a laptop on the TV stand

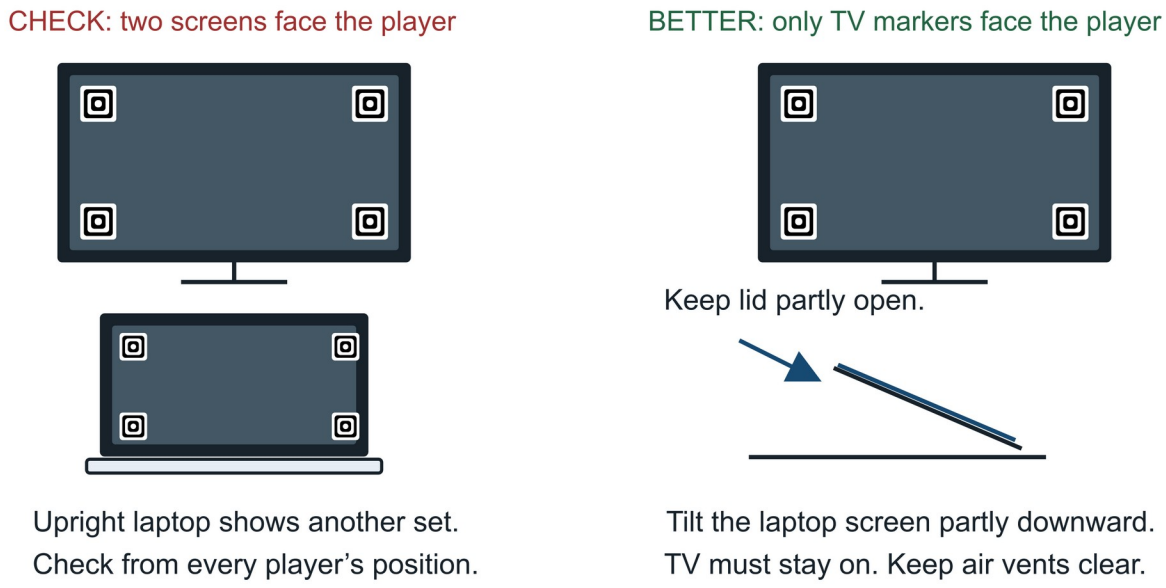


Illustration. Keep the laptop's marker set out of the Amulet's view.

1. Gently tilt the laptop screen **partly downward**, toward its keyboard. Keep the computer steady on the stand.

2. Look from every player's position. The Amulet should see the TV's markers, not another set on the laptop.

3. Check that the TV still shows the game. **Do not close the lid all the way.** Some computers go to sleep when the lid closes. If the TV goes blank, open the lid again.

Keep the laptop's air openings clear. Do not cover it with a cloth. If tilting is not enough, ask a computer helper to show the game only on the TV.

Check that it worked: Only the TV's four game markers face the players.

Use the TV remote to find settings

Use the **TV remote**, not the computer mouse. Make changes before a match, while the TV shows the game computer. A TV can remember different settings for different connected devices.

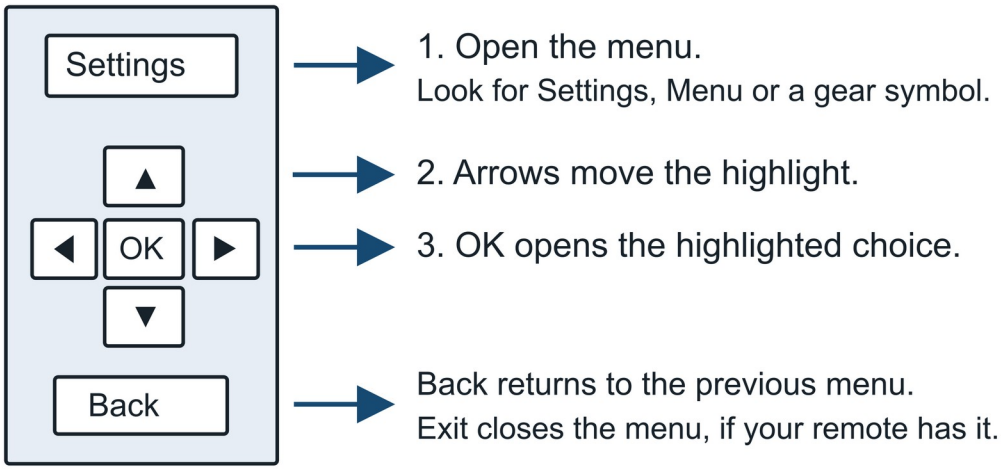


Illustration of common buttons. Your remote may put them in different places or use different names.

1. Have a phone or page 10 ready. Before changing any setting, photograph or write down its current value. This lets you undo the change.

2. Press **Settings**, **Menu** or the gear-shaped button. On some remotes, press Home first, then choose Settings.

3. Press the arrow buttons until **Picture** or **Display** is highlighted. Highlighted means the choice has a colored box or brighter background.

4. Press **OK**, **Enter** or the middle button to open that choice. Some TVs first show **All Settings**. Open that, then look for Picture.

5. Use the arrows to choose a setting. Press OK if needed. Use left or right to change its number by a small amount.

6. Press **Back** to return, or **Exit** to close the menu. Test the Amulet only after the menu is gone.

If you cannot find the same words, stop and use the TV’s own manual or ask the room helper. Do not choose Factory Reset. A grayed-out setting may be unavailable with the current picture or connection.

Source: **Samsung: picture controls and menu examples**

Show all four complete markers

The picture must fit on the TV. A marker cut off at the edge can be hard for the Amulet to see. Keep its white border visible too.

YES: all four complete markers



Keep the white border around each marker.

FIX: edges of markers are cut off



Turn off TV zoom or edge cropping.

Illustration only. The exact game background may differ. Do not use this drawing as a game or marker-test screen.

1. Open the game and its usual full-screen view. Use Guide 02 for a match or Guide 05, page 7 for development-page full screen.

2. Look at **all four corners**. Check each whole marker, including the white area around it.

3. If the TV cuts off the picture, use the remote to find **Picture Size**, **Aspect Ratio** or **Screen**. The menu name depends on the TV.

4. Choose the option that shows the whole computer picture without cropping or stretching it. Your TV manual may call this **Screen Fit**, **Just Scan**, **Full Pixel** or **Overscan Off**. These are examples, not buttons on every TV.

5. Close the TV menu. Check the four markers again, then test movement on page 9.

Avoid **Zoom** if it enlarges the picture and cuts off the edges. TV zoom is different from making the game full screen.

Ask for help if: The picture still does not fit. A helper may need to check the computer's display settings. Do not resize, cover or move individual markers.

Source: **LG: picture size and menus that vary by model**

Examples: **Samsung Screen Fit** | **LG Just Scan** | **Sony Full Pixel**

Adjust brightness and contrast

First reduce glare and show the whole picture. Leave a clear, working picture alone. If adjustment is needed, write down the starting value and try a small change.

Brightness: make the screen easier to see

Look for **Backlight**, **Panel Brightness** or **OLED Pixel Brightness**. These control the light the screen makes. Some TVs call this **Brightness**.

1. If the entire picture is too dim, raise the screen-light setting a little. If it is uncomfortably bright or whites seem to spread into black areas, lower it a little.

2. Close the menu. Look at the black and white parts of the markers from the player's position. Test movement on page 9.

Names can be confusing: on some TVs, Brightness changes the dark parts of the picture instead. If black areas turn gray, undo the change. Leave **Black Level** alone unless the TV manual or a helper explains it.

Contrast: keep white and black separate

Contrast changes the bright parts of the picture. A higher number is useful only if the marker still has clear, separate black and white areas.

1. Choose Contrast. Try a small change, not the maximum.

2. Close the menu. If white areas seem to swallow thin black lines, undo the change or lower Contrast slightly.

3. Keep the change only if the picture stays comfortable and each spark follows the player reliably.

Check that it worked: You can tell black from white, see every marker edge and follow each player's spark.

These are checks to try in your room, not fixed settings. Do not copy a number from a different TV. Leave color, tint, gamma and other unfamiliar controls at their recorded values.

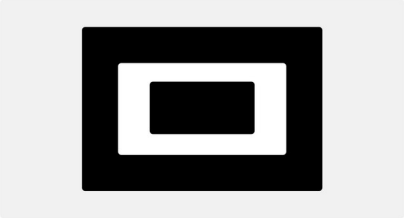
Source: **Sony: brightness, black level, contrast and motion controls**

Source: **LG: automatic brightness and power saving**

Check sharpness and clean edges

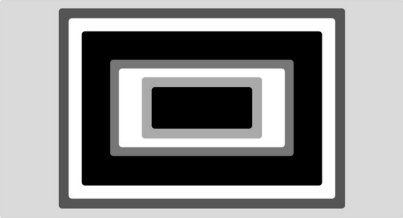
Sharpness adds or reduces emphasis around edges. It does not focus the Amulet's camera or fix a dirty screen.

Aim for clean, single edges



Do not turn every setting to maximum.

Reduce added outlines or glow



Sharpness changes edges, not camera focus.

Illustration of edge clarity, not a measurement of your TV. Look for unwanted extra outlines around the real game markers.

1. Find Sharpness in the Picture menu. Record the original number.

2. Start from the current number you wrote down. Use a "neutral" value only if your TV's own manual gives one. There is no number that works for every TV.

3. If marker edges have a bright outline, a dark shadow or a doubled edge, try **lowering Sharpness a little**.

4. Close the menu and look again. If the picture becomes less clear, return to the recorded number.

5. Test each Amulet's movement on page 9. Keep only a change that helps.

If the picture still looks soft

Check screen cleanliness, glare and the whole picture first. Ask a helper to check the computer-to-TV picture if ordinary text also looks blurry. Increasing Sharpness cannot repair a poor connection or a wrong picture size.

Do not change the Amulet's camera focus or open its case to fix TV sharpness. For one controller that still has a problem, use Guide 04, page 3.

Source: **Sony: sharpness and edge detail**

If brightness changes or movement feels late

Use this page only if the earlier checks did not help. Record the current value before each change. **Try one change, close the menu, then test.**

The TV keeps getting darker or lighter

An automatic light sensor or an **Eco / Energy Saving** setting may change brightness. If this happens during play, ask the room helper to try turning that automatic adjustment off for the connection used by the game computer. Names and locations differ between TVs.

If the brightness still changes, restore the setting and ask for help. Do not turn off the TV's screen-protection or panel-care features.

Source: **LG: automatic brightness and power saving**

Black and white levels keep changing

Some TVs have **Dynamic Contrast** or **Contrast Enhancer**. These change the picture automatically. If marker brightness changes during play, try turning that option off and retest. Restore it if there is no improvement.

Source: **Sony: brightness, black level, contrast and motion controls**

The spark moves, but appears to follow late

If your TV offers **Game Mode** for the computer connection, a helper can try it to reduce TV processing delay. It may also change the picture. Check all four markers and brightness again afterward.

A helper can also check **Motion Smoothing**, **Motionflow**, **TruMotion** or similar extra processing. Try disabling extra motion processing only if needed. Do not change several options together.

Source: **Samsung: Game Mode and delay**

Close extra tabs, browser windows, other browsers and unneeded programs on the computer too. Keep the game, required call and essential accessibility tools open. **Minimizing a window does not close it.** See Guide 00, page 8 for basic terms.

Ask for help if: Movement remains slow or jumpy. Use Guide 04, page 7. TV settings cannot fix every controller or connection problem.

Test from every player’s position

Use the real game and real Amulets. A still spark or a “Connected” message does not prove that fresh movement is working.

1. Close the TV menu. Close this manual on the game computer after reading, or use a printed copy. Keep only the game, required call and essential accessibility tools open.

2. Check all four complete TV markers. Check for glare, and make sure the laptop’s marker set is out of view.

3. Seat each player where they will play. Check that the Amulet’s eye faces the TV and is not covered.

4. Ask **one player at a time** to make a small, comfortable movement left, right, up and down. Watch that player’s spark move with them. Never force a player’s movement.

5. Test from every seat, including the seats at the ends of the room. Then check the players together.

6. If this works, write down the useful settings on page 10. If a change made things worse, put that one setting back and test again.

Choose the next step

What you see	Where to go
One spark still does not follow its player	Guide 04, page 3
All sparks have stopped	Guide 04, page 4
Movement is slow, jumpy or works in only some seats	Guide 04, page 7
Movement works, but aim is to the side	Guide 04, page 8
Sparks move normally, but a star will not charge	Guide 03, page 10

Check that it worked: Each spark responds to new movement from its player. Repeat this short check after moving equipment or changing the room lighting.

Do this before a match. If a problem happens during a match, record the score and time and tell the match leader before reloading the game or unplugging anything.

Write down settings so you can undo a change

Take a phone photo of the menu if that is easier. Record each TV separately. Leave blanks when you do not know an answer.

Room: _____

TV brand / model, if known: _____

Date: _____ Helper: _____

Game connection shown on TV, such as HDMI 1: _____

Setting name on this TV	Before	After testing
Picture Mode		
Picture Size / Aspect Ratio		
Screen light / Backlight		
Brightness / Black Level		
Contrast		
Sharpness		
Automatic brightness / Energy Saving		
Dynamic Contrast / Contrast Enhancer		
Game Mode / Motion processing		

Change that helped: _____

_____

Any seat or player still having trouble: _____

_____

To undo a change

Open the same setting and put back the **Before** value. Close the menu and test again. If you do not know the old value, ask the room helper. Do not choose **Factory Reset**, which may change much more than the picture.

Sources and help for different TV brands

This guide is written for rooms using several TV brands. The button names are examples. **Your TV's own manual is the final guide for its controls and cleaning method.**

Manufacturer instructions

Samsung: cleaning a TV

Samsung: picture controls and menu examples

Sony: brightness, black level, contrast and motion controls

Sony: sharpness and edge detail

LG: picture size and menus that vary by model

LG: automatic brightness and power saving

Samsung: Game Mode and delay

What has and has not been checked

The menu descriptions and cleaning advice were checked against the manufacturer pages above on September 28, 2026. Their screens and available controls can vary by model.

The Amulet instructions and game checks follow the Super Nova manual set, its equipment photos and the supplied training videos. The laptop position is a practical precaution requested for this setup.

No TV model, numeric picture values or improvement in Amulet tracking was physically tested while writing this guide. Use the movement check on page 9 to find what works in your room. Stop changing settings once the setup works reliably.

When finished, close the game or follow the room's normal TV shutdown routine. Do not leave the game's fixed markers displayed unnecessarily.

If you need help

Ask the room's kit lead or computer helper. Show them the TV brand, a picture of the problem and the settings you changed. Guide 04, page 10 has a problem-report form.

Support name: _____

Phone or email: _____

Keep this guide with the September 28, 2026 manual set. Start with **Guide 00** when you are not sure which manual to open.