## Auragen™ Quick Start Guide

1. Select the Mode / Light Program by pressing the Mode button — this selects a combination of colored LED lights. *Options:* 

**Relief** - Primary: Red and Near-Infrared Secondary: Blue-Turquoise

Calm - Primary: Blue-Turquoise and NIR

Secondary: Red

Relief - Primary: Red and Blue-Turquoise

Secondary: Near-Infrared

2. Select Theta / Gamma Entrainment options by pressing the Flicker button. To turn off Entrainment / Flickering press the Flicker button until all indication lights are off. *Options:* 



**THETA (Light Only) -** Transitions the brain into a deeply restful Theta brainwave state.

**GAMMA (Light and Sound)** - Steady flickering of light at 40Hz synchronized with audio pulsing at 40Hz.

**GAMMA (Sound Only)** - Lights do not flicker but the audio pulsates at 40Hz. **NO ENTRAINMEMT** - All indication lights are off. No light flicker and no 40Hz audio

**3.** Select **Music** by pressing the **Track** button on right side of controller. 8 music tracks are available. Listen to a 5 second track preview with each press of the button.



Controller - RIGHT Side

- **4.** Adjust **Music Volume** to the desired level by turning the **Audio** dial on the right side of the control box.
- **5.** Press the **START** button to start the program.
- **6.** Adjust **Light Intensity** by turning dial on left side of the control box until the desired light intensity is reached. **Note**: the brighter the light setting, the greater the benefits.



Controller - LEFT Side

- **7.** If the Gamma Entrainment option was selected wait 10 seconds and adjust the Gamma sound volume to desired level.
- **8.** Position yourself under the unit and close your eyes.
- **9.** Relax, enjoy your session, receive a wonderful treatment and progressive benefits.

## TIPS

- Stay Hydrated Your cells will produce more energy
- Avoid using 2-3 hours before bedtime You will feel good, but may have too much energy to sleep
- For insomnia try using Calm first thing in the morning or earlier in the day