

THE
DARK HOUSE

Original game by Amy Bienvenu, 2026

• For one player only

• No keypad needed



PLAY WITH EITHER CONTROLLER.

You wake on the attic floor. The candle is out, every door is locked, and something is walking inside the walls. Search three floors for their keys, conserve your flashlight, and listen before every step.

YOUR NIGHT IN THE HOUSE

WARNING

The house is not empty. Darkness hides you, but sound carries.
If the footsteps stop, do not assume you are alone.
The Tenant knows every room, and it is never in a hurry.

You have awakened inside a house abandoned since 1928. Nine scattered notes describe the family that lived here and the thing they called the Tenant.

Escape the attic, the bedrooms and the great hall. Each floor has a hidden key and one locked exit. The great hall's door is your way into the night.

GETTING READY TO PLAY

MAKE SURE THE CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

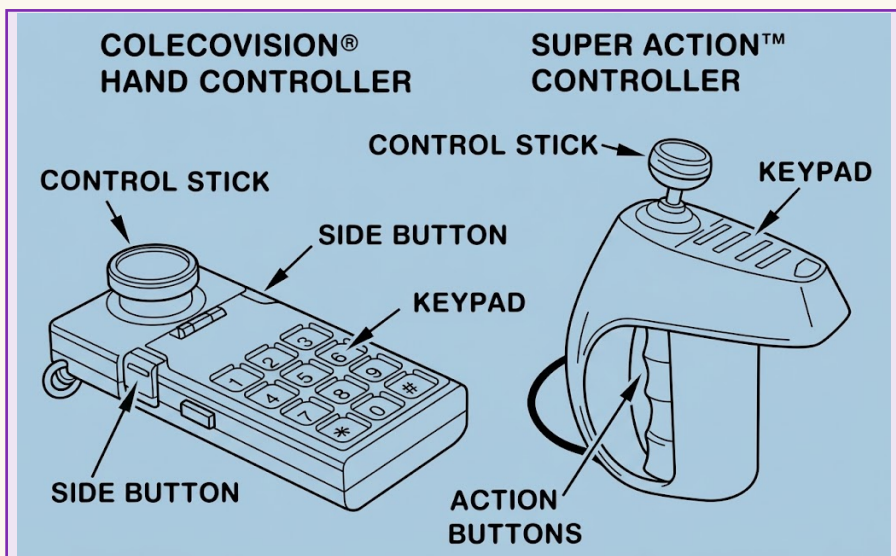
One-Player Game

Use either hand controller. Both ports are active.

How to Start

Insert the cartridge, then turn on your game system. After the ColecoVision title, read the introduction and controls pages; press either Side Button to continue. On the title screen, press a Side Button again to enter the attic.

USING YOUR CONTROLS



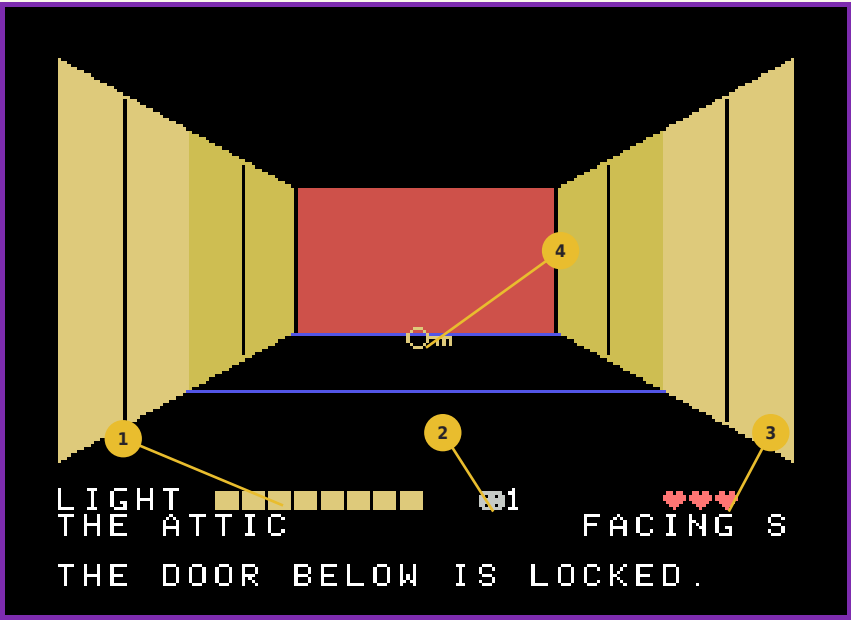
1. Control Stick: push up or down to step through the house. Push left or right to turn in place.
2. Left Side Button: open a locked door, enter or leave a wardrobe, or photograph the Tenant when it is visible ahead.
3. Stick + Left Side Button: hold the button while stepping to tiptoe. Tiptoeing is slower but nearly silent.
4. Right Side Button: switch the flashlight on or off.
5. Menus: push the stick up or down to move the arrow, then press a Side Button.

NOTE: The keypad is not used. Release a Side Button between actions so the next press is recognized.

HERE'S HOW TO PLAY

Through the flashlight beam

Objects and doors grow larger as you approach. The status display remains below the first-person view.

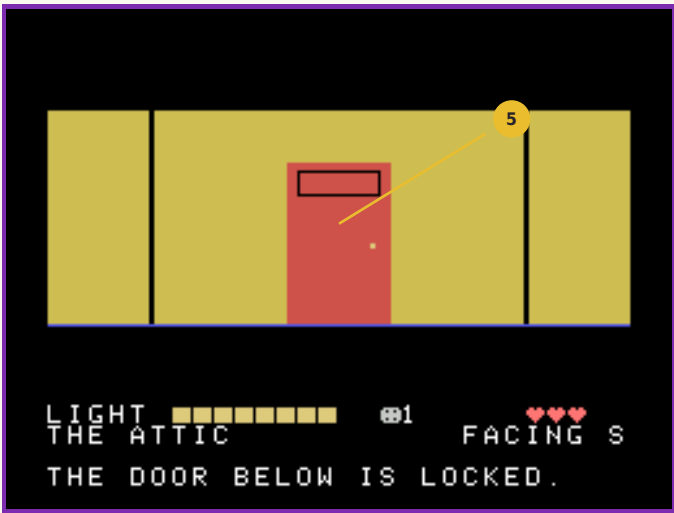


1 Flashlight charge

2 Flashbulbs

3 Nerve

4 Key on the floor



5. LOCKED EXIT - FIND THE FLOOR'S KEY

Light and darkness

The flashlight reveals walls up to four cells ahead. While it is lit, the Tenant can see you along an unobstructed row or column. Turn it off to break that line of sight. The battery drains only while the lamp is on and you are not hidden.

Footsteps and tiptoeing

Ordinary steps can be heard several cells away. Hold the Left Side Button while moving to tiptoe; the Tenant then hears you only at very close range. Its hearing and speed increase on lower floors.

Wardrobes

Face a wardrobe and press the Left Side Button. Once the slats close, the Tenant can pass without catching you. Wait briefly before leaving, then listen before stepping out.

The old camera

When the Tenant is visible ahead, press the Left Side Button to use one flashbulb. The flash sends it back to its lair and stuns it for a time. A successful photograph earns 50 points.

Things left behind

KEY	Opens the exit on the current floor.
BATTERY	Restores flashlight power.
FLASHBULB	Adds one camera flash.
NOTE	Reveals the story and earns 100 points.

Floor after floor

Find the key and open the locked door to descend. Escaping a floor earns 500 points. There are three floors: the attic, the bedrooms and the great hall.

If it catches you

You lose one point of nerve and awaken near the stairs. The Tenant returns to its lair and is briefly stunned. Lose all three points of nerve and the house becomes quiet again.

The nine notes

Notes pause the action while you read them. The first notes teach the rules; later pages tell what happened in the house. They are optional for escape, but the ending records how many you found.

Good night?

After escaping or being taken, choose ANOTHER NIGHT to begin again or TITLE PAGE to return to the opening. A new high score lets you enter three initials.

SCORING		
TARGET		POINTS SCORED
Floor escaped		500
Note read		100
Successful camera flash		50
Escape bonus for each heart left		300
Escape bonus for each flashbulb left		50

THE FUN OF DISCOVERY

This guide gives you the rules, but the house keeps its floor plans and hiding places to itself. Experiment, listen and enjoy discovering a safe route.

- Turn in place and use the compass to build a mental map.
- Darkness prevents sight, not sound. Tiptoe when footsteps are near.
- Do not enter a dead end without a flashbulb or a known wardrobe.
- A camera flash buys distance; it does not destroy the Tenant.
- Batteries are most valuable when you switch the lamp off whenever it is not needed.
- The great hall is more dangerous: the Tenant moves faster and hears farther.

CREDITS

ORIGINAL GAME

The Dark House, an original ColecoVision game by Amy Bienvenu, 2026.

DESIGN AND PROGRAMMING

Amy Bienvenu, created in the Amy language with Amy Studio.

ART, MUSIC AND VOICE

Original graphics, sound effects, music and synthesized voice created for this cartridge.

INSPIRATION

Dedicated to the step-by-step first-person maze and horror games that began on early home computers.

ABOUT THIS CARTRIDGE.

This is a 2026 fan-made homebrew created for fun and for the ColecoVision community. It is not an official Coleco product and is not endorsed by Coleco or any console manufacturer.

ColecoVision is named only to identify the system on which this cartridge runs. No warranty is expressed or implied.

Program, game design, graphics, music and sound © 2026 Amy Bienvenu. Created with Amy Studio.