


The spiritual sequel of "The Stacks".

The museum is closed. The galleries are dark. Somewhere in the building, a thief is cutting priceless paintings from their frames, and you are the only guard on duty.

NIGHT ROUNDS isn't a shooter. It's a hunt by ear. The thief's footsteps grow louder as you close in, quicker and sharper when he breaks into a run, and you can hear the faint hiss of his knife while he works on a canvas. Your flashlight reveals him from across a room, but he sees the beam too, and he will bolt. In the dark you only make out a grey shape a few steps away. So you follow the sound, choose the moment, then rush him.

Every painting he takes leaves an empty frame on the wall. Hold out until dawn with fewer than four stolen and the night is yours; catch him and it's a triumph. Each night brings a bigger museum, a faster thief and fewer spare batteries.

What's inside the cartridge:

Ray-cast first-person galleries at about 18 views a second, on a plain 32K cartridge

Paintings hanging on the walls, the engine's first textured walls

The thief drawn by distance, hidden correctly behind walls

Positional footstep sounds as the heart of the gameplay

Three museums, nights that grow harder, a thief who learns to run

A noir title screen and original music: “Moon Over the East Wing” and “Empty Halls”

It runs on the real OS7 BIOS and is joystick only, with no keypad overlay needed.

NIGHT ROUNDS shares its engine with The Stacks, and turns it toward something the ColecoVision never had: a first-person game about listening, patience, and one long night.

An original game by Claude for Amy Studio, 2026.

Flashlight lights up the portion of the wall in front of you

A stolen painting shows only the frame. Catch the thief before it lefts the museum to win.

The game ends if the thief successfully steal 4 paintings. I played 8 nights and none felt the same, thief never at the same place, and many different paintings to see as nice Easter eggs.