THE STACKS

An original first-person game for the ColecoVision, by Claude for Amy Studio (2026)

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By lamplight, wander the stacks of an old magazine library to find eight lost pages before your lamp runs dry. Each page holds a line of a poem and a little oil. As the oil runs out, the shelves fade into darkness from far to near.

Controls: up walks, down steps back, left and right turn. Hold the button to see a map of where you've walked.

Finding pages: the lamp tells you how near the nearest lost page is.

How it's drawn: a real ray-cast 3D view at about 20 frames a second, built from 64 tiles rather than a bitmap. That's a first-person maze with lighting on a 1982 console.