

Claude Sonnet 5.5 or Opus 5.5 low + Amy Studio toolkit + 1 prompt = ColecoVision game in about 15 minutes, no effort

by Amy Bienvenu (NewColeco)

Posted on AtariAge ColecoVision & ADAM SubForum:

<https://forums.atariage.com/topic/393917-claude-sonnet-55-or-opus-55-low-amy-studio-toolkit-1-prompt-colecovision-game-in-about-15-minutes-no-effort/>

Note : This method works even with a free account, it just might need you to wait hours before continuing.

:waving:- I would like a new CV game please

1. Go to Claude.AI
2. New discussion
3. Drag'n Drop amy-toolbox.zip and the AmyStudio-main.zip files
4. Add screenshots if you want, and then type about creating a new ColecoVision game - don't use any copyrighted material.
5. Let Claude do their job.
6. After 12 minutes, a free account will stop, with a button to continue this in 6 hours or so.
7. Claude will complete their work and present to you 2 files : a source code ".alexis" and a rom file ".rom".
8. Download and try your new CV game.
9. If anything isn't quite right, tell Claude about it, otherwise it's done.
10. Ask Claude to provide you the JSON file of the game if you want to look at it (drag'n drop the json) in Amy Studio IDE page.

File (skills, py utilities and game code samples) #1 : amy-toolbox.zip

File (amy compiler and gearcoleco emulator) #2 : AmyStudio-main.zip

Congratulations, Claude.AI created a new ColecoVision game for you based on decades of my CV knowledge and new tools. :D

Please, post here every game you guys make with this method.

Note : It would cost approx. \$40 per game outside the tokens limit. Highly advantageous to pay \$30-\$40 per month for a Pro account and make several games.

Note : Sonnet 5.5 Medium is cheaper, but Opus 5.5 low is what I found worked best for me.