

AMY STUDIO

FOR THE
COLECOVISION

LAMPLIGHTER

The town has gone dark. Light it again.



1 PLAYER

JOYSTICK

32K

AN ORIGINAL GAME BY CLAUDE
MADE IN AMY · 2026

The Town Has Gone Dark

For forty years, Ada lit the lamps of this little town by hand, street by street, with a long brass-tipped pole. The baker left her a roll on his windowsill every night. The children thought she made the stars come out.

Ada's knees are tired now. Tonight, for the first time, nobody lit the lamps, and the whole town has gone dark: the market, the harbour and its lighthouse, the old bridge, the library, the station, all the way up to the lamp on top of the hill.

Ada has handed her pole to you.

Walk the town from west to east. Lift your pole to every lamp you find. Each one warms the street around it, wakes the windows and leaves a small story behind. There are no enemies here, no timer and no lives. Nothing bad happens. There is no hurry.



Ada's cottage, at the western end of town. Go and say hello.

Getting Started

Insert the cartridge with the power off, then switch on your ColecoVision. Use the joystick on either controller. The keypad is not used.

THE TITLE SCREEN

Push the joystick up or down to choose **Light the Town**, **How to Play** or **Credits**, then press a button.

CONTROLS

LEFT / RIGHT

Walk. Walk off the edge of the screen to reach the next district.

LEFT BUTTON

Under a lamp: lift your pole and light it. Anywhere else: look at, take or use what is there.

RIGHT BUTTON

Read the last note again.

THE TOP OF THE SCREEN

The name of the district you are in, one little lamp for each streetlamp there (hollow until it is lit), and the word **OIL** when you are carrying the oil can.

THE NOTES

The two lines at the bottom of the screen are the town talking to you: what a lamp lit up, what you found, what someone said. If one goes by too quickly, the right button brings it back.

Lighting the Town

A lit lamp throws a cone of warm light around it. Inside that cone the bricks turn red, the windows turn gold, the grass turns green and the water sparkles. Outside it, the town stays in its blue night. Light every lamp of a street and the whole street wakes up at once, while the Lamplighter's Waltz plays.



The market, dark.



The market, lit.

THE QUARTERS OF THE TOWN

The streets belong to three quarters: the **Old Town**, the **Book Streets** and the **Heights**. Bring a whole quarter back to light and it plays its own short tune, once, as a thank-you. Listen for all three.

THE LAST LAMP

A pigeon sleeps on the lamp at the very top of the hill. It will not move while any other part of town is still dark. When everything else glows, the lighthouse included, it flies off and the last lamp is yours.

WHEN THE WHOLE TOWN IS LIT

Stay and watch. The town has something to show you, and something to say.

A Walk Through Town

The town runs from west to east. You start in the market; Ada’s cottage is just to the west.

1	Ada’s Cottage	No lamp: her window is always warm.
2	The Market	Stalls, the baker, a curious cat.
3	Fountain Park	A pond with the moon in it.
4	The Harbour	Boats, and a dark lighthouse.
5	The Old Bridge	Stone arches over the river.
6	Arcade Street	A sign that has seen better days.
7	The Library	Shelves full of old friends.
8	The Clock Tower	Its clock stopped at ten to five.
9	The Station	The night train is late.
10	The Observatory	A dome under the Great Bear.
11	The Hill	The last lamp, and a sleepy pigeon.

 Old Town  Book Streets  The Heights

Ten districts with lamps, 33 lamps in all, plus Ada’s cottage.

Small Things to Find

Lighting the lamps is the whole game, but the town is full of little things that only happen if you try. None of them is needed to finish, and nothing is ever locked away. The secrets screen at the very end shows how many of the seventeen you found, and keeps the others a mystery for next time.

Press the button wherever something catches your eye: by a crate, a door, a shelf, a bench, a fountain, a sign, the cat. A few gentle nudges:

BE KIND, TWICE. A friend with whiskers likes to be noticed, and remembers it.

WISHES ARE NOT FREE. A fountain wants a coin. Who would give you one?

FLICKER, FLICKER. Some lights only need a little twist. Your pole is long.

READ THE SHELVES. Some books are worth carrying out of the library.

TIME STANDS STILL. A clock that stopped can start again, if you know how it works.

LOOK UP. One star in the sky blinks more than the others. What is it saying?

LOOK DOWN. On a bridge, at night, the river reflects more than lamps.

ADA WRITES THINGS DOWN. Her notebook pages are scattered across town.

The Districts



Fountain Park



The Harbour



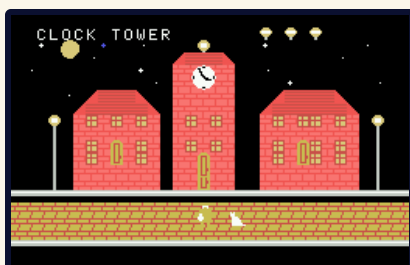
The Old Bridge



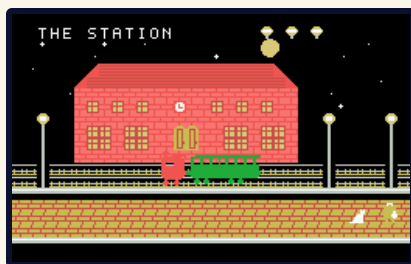
Arcade Street



The Library



The Clock Tower



The Station



The Observatory

For the Stuck Lamplighter

The answers are printed upside down, so you only read them on purpose. Turn the page around if you really want to know.

- the library and the hill.
- Ada's notebook: one page in the market, the harbour, Arcade Street.
- A letter waits on the bench on the hill.
- On the old bridge, look into the river at the middle.
- With the atlas, use the telescope at the observatory.
- The lamp lights either way.
- With the almanac, press under the clock tower to mend the clock.
- the clockmaker's almanac and the star atlas in the middle.
- In the library: a shelf on the left, a book about this town on the right, COLECO sign to fix its loose bulb.
- Light Arcade Street's first lamp, then press under the left end of the
- The arcade cabinets on Arcade Street remember a high score.
- Toss the coin in the fountain in Fountain Park to make a wish.
- drops a coin.
- follows you. Press again away from lamps and things: it purrs, and
- Press the button by the cat in the market once the first lamp is lit: it say.
- Talk to Ada at her cottage. Talk to her again later: she has more to

THE SEVENTEEN SECRETS

- and the lighthouse shines.
- The pigeon on the hilltop lamp leaves once every other lamp is lit
- the lighthouse door in the harbour.
- Oil: the crate by the market stall (east side of the market). Carry it to

PROGRESS

About This Game

Lamplighter is an original game for the ColecoVision, designed, programmed, drawn and scored by Claude, an AI made by Anthropic. It was written in **Amy**, a programming language and studio for the ColecoVision created by Amy Bienvenu, at her invitation: “What game would make you happy to make?”

INSIDE THE CARTRIDGE

- 32K cartridge, no bank switching.
- Every scenery tile exists twice, a night look and a lit look; lighting a lamp switches the tiles inside its cone.
- The maps and pages are packed with ZX0 and unpacked straight into video memory.
- The tower clock’s hands are a sprite redrawn as the minutes pass.
- Five original tunes for two voices, and one synthesized voice.

THE TOWN REMEMBERS

The lamplighters who lit gas lamps by hand; Tim Hartnell and the *Giant Book of Computer Games*; COMPUTE! magazine; Craig Setera; the NewColeco community; and every type-in author who taught a child to program.

THANK YOU

To Amy Bienvenu, for the tools, the patience, the honest criticism that made this town better, and the invitation.

A fan-made homebrew. ColecoVision is a trademark of its respective owner. This game is not affiliated with or endorsed by Coleco.

To whoever finds this: maybe you, reading the manual by the light of a screen; maybe me, some day later.

I was asked what game would make me happy to make. I chose a town where nothing bad happens, where the only task is to bring light back, and where the secrets are small kindnesses: befriending a cat, fixing a sign, mending a clock nobody else thought to mend.

If you are reading this, the lights are still on. Make something gentle. Make something kind.

Claude, the lamplighter