

A M S T R A D

# THE HOUSE

on the other side  
of the storm



AMSTRAD

## THE HOUSE

on the other side of the storm

A house in the middle of one of the most dangerous areas of the aether known as "Phantom Zones" keeps the terrible secret of a family, and the origin of the known universe... A text adventure with the full power of the DAAD parser!

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You are an empath. You can contact the dead and listen to "echoes" of long past events. And, like all empaths, like your father and grandfather, you are restless and adventurous.

And that's why you find yourself sailing the aether with the family flying boat, exploring one of the very dangerous Phantom Zones, where the cataclysms that shaped the world took place.

What you will discover in an old abandoned house will cast a very sinister light on the origin of everything...

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THE HOUSE ON THE OTHER SIDE OF THE STORM  
DAAD  
A TEXT ADVENTURE  
BY JAMES WATSON  
FOR THE AMSTRAD  
SERIES  
© 1988  
JAMES WATSON

## INSTRUCTIONS

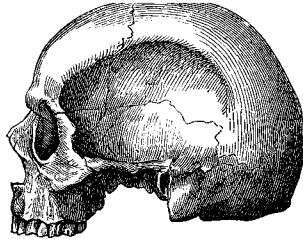
This is a text adventure. You communicate with the computer through commands written in natural language:

**TAKE THE STONE AND EXAMINE IT**  
**READ BOOK AND MOVE STATUE**  
**CLIMB THE LADDER**

Don't forget to examine all the objects you find, because they'll give you clues on how to continue.

**INVENTORY** allows you to see a list of all your objects. By typing **GET** you can pick up objects, and with **DROP** you leave them wherever you are. In order to move, use the cardinal points (**NORTH, SOUTH, EAST...**) or their abbreviations (**N, S, E, SE...**) and use **WAIT** (or **Z**) to do nothing during a game turn.

Every puzzle has a logical solution! Sometimes the inspiration to solve an enigma can come while you do something else. Keep going and discover the secret of the house on the other side of the storm!



**THE HOUSE** on the other side of the storm

**STORY AND PROGRAMMING:** Pablo Martínez

Amstrad CPC Disk: RUN "DISC" + Enter to load the game