MSX

THE HOUSE
on the other side of the storm

THE HOUSE on the other side of the storm

DAAD

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...

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!

AETHER

PHANTOM ZONE

¿PALE ONES?

Travel to the west
(Careful with storms!)
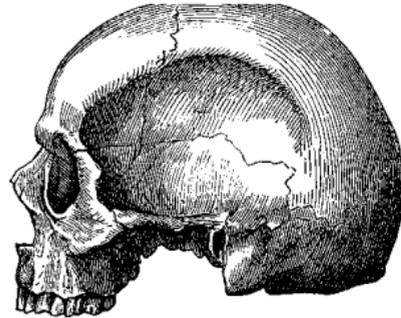
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STORY AND PROGRAMMING: Pablo Martínez

MSX (Cart and disk): After booting, select language
After loading screen, press space to start program