

AN MSX1 ACTION-PLATFORM GAME

THE ODYSSEY

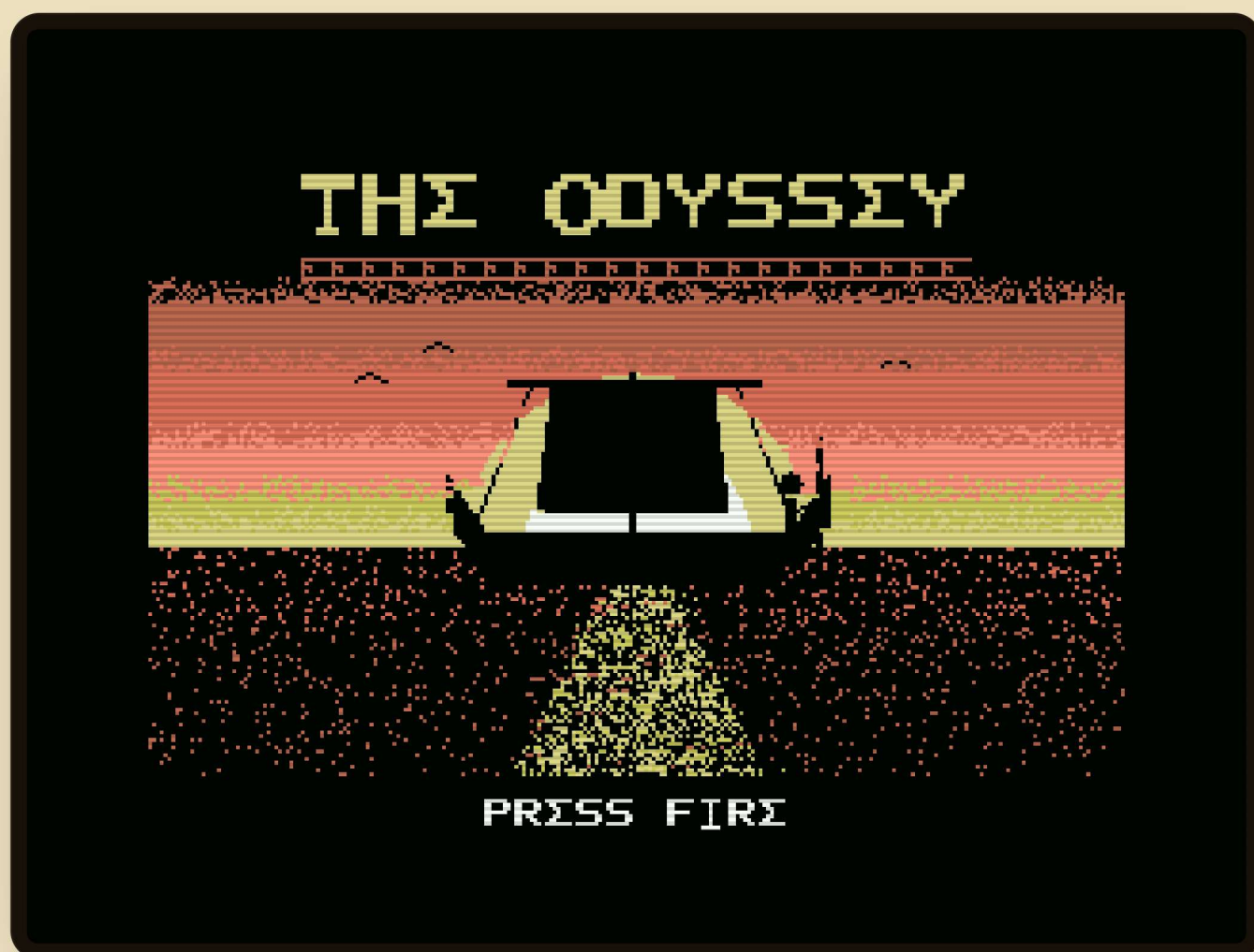
An action-platform retelling of Homer's epic, built from nothing for the MSX1 — a sea that scrolls without hardware scroll, bosses made of tile instead of sprite, and a crew of twelve who don't all make it home.

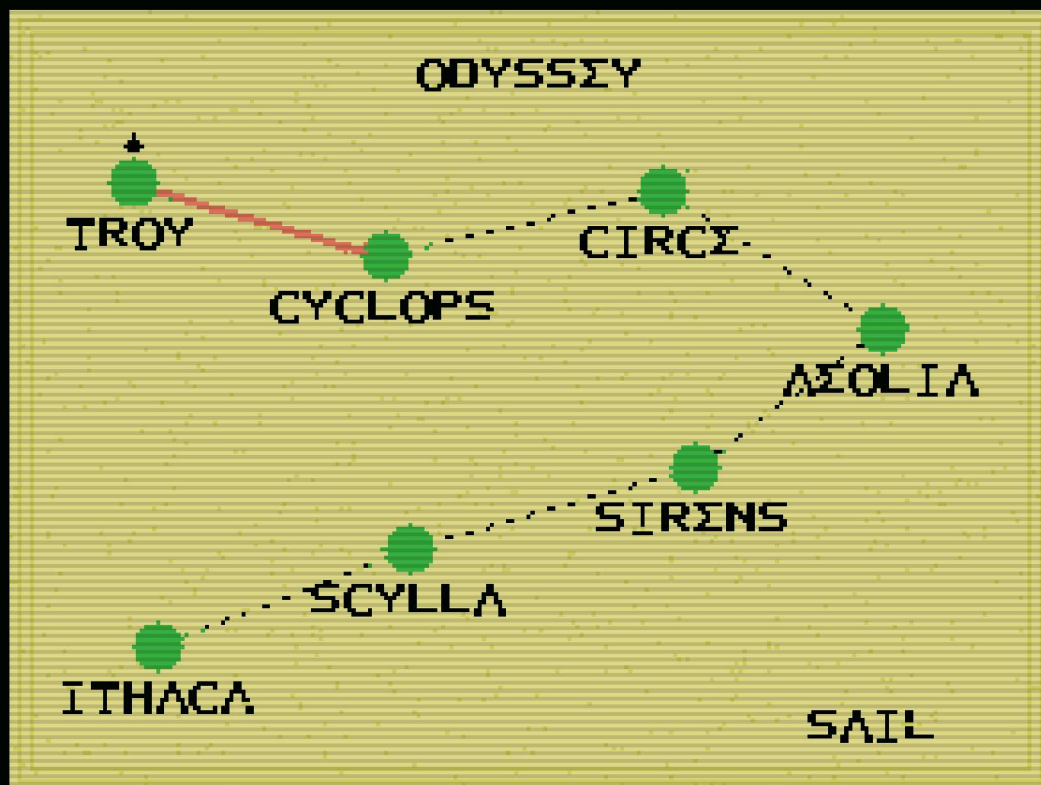
MSX1 • TMS9918

16KB RAM

ASCII8 MegaROM

Z80 assembly





BETWEEN THE TRIALS

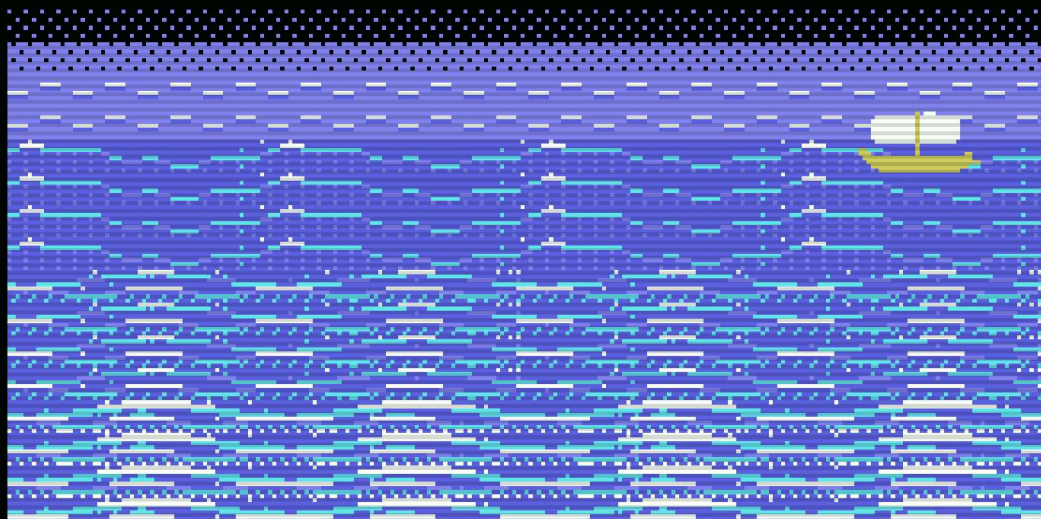
A SEA THAT NEVER SITS STILL

Six islands stand between Troy and home — the Cyclops, Circe, Aeolia, the Sirens, Scylla and Charybdis, and Ithaca — and every crossing between them is a small game of its own. Steer the trireme with the wind, not against it: gales from Aeolus shove the ship off course, calm water lets a sea-serpent surface where you least expect it, and storms roll in with lightning that always, fairly, warns you first.

The crew of twelve is the only life bar in the whole game. Lose them to a wave, a monster, or a suitor's blade on Ithaca, and they stay lost until the voyage starts over.



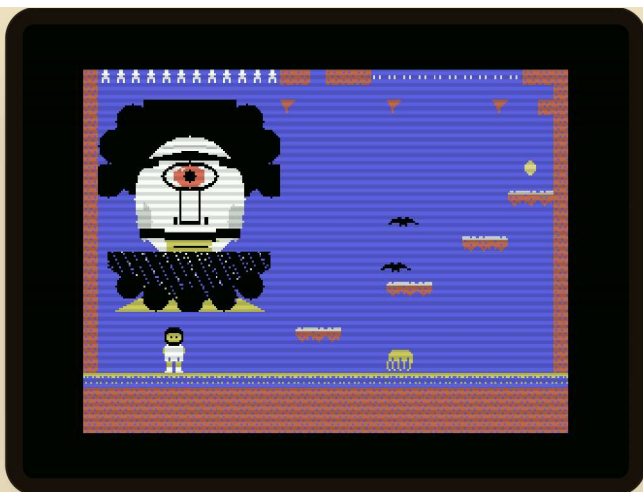
TO CYCLOPS



*Every bolt gives a full second's warning before it lands — the
sea can be cruel, but never cheap.*

SIX TRIALS, SIX MECHANICS

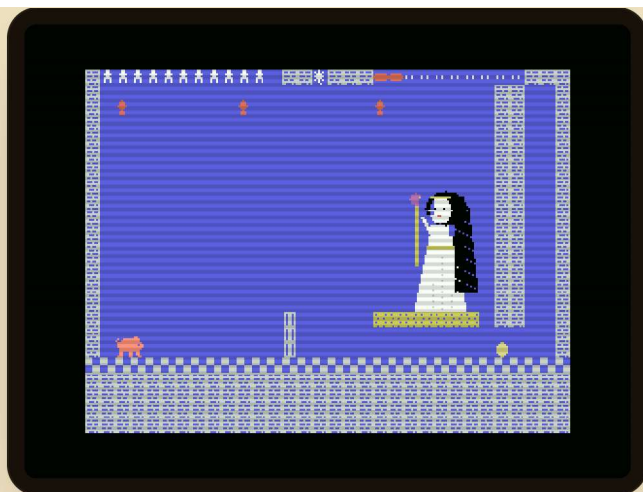
ONE MYTH PER ISLAND,
ONE NEW RULE EACH TIME



CYCLOPS

STEALTH

Blinded and roaring, Polyphemus hunts by sound alone. Walking stays under his notice — landing from a fall never does.



CIRCE

TRANSFORMATION

Her stars fall on whoever stands beneath them. Get struck with moly in hand, and only the swine that results can fit through the low tunnel out.



AEOLUS

WIND

The king of the winds breathes on command. Ride his gusts up a hidden chimney, or get shoved clean off the ledge you were standing on.



SIRENS

TEMPTATION

Their song drags you toward the rocks the moment it starts, on land or in the air. Beeswax dulls the pull — it never cancels it.



SCYLLA & CHARYBDIS

NAVAL BOSS

No level, no episode — the strait itself is the fight. A six-headed serpent strikes from one side while a whirlpool drags the ship toward the other.



ITHACA

HOME COMING

String the great bow through twelve axe-heads, then hold the hall — one suitor, one arrow, one line of fire at a time.

BUILT FOR THE TMS9918

WHAT THE HARDWARE WOULDN'T GIVE, THE CODE TOOK ANYWAY

SCROLLING WITHOUT SCROLLING

The sea moves in three parallax bands rewritten as pure pattern data inside the vertical blank — the colour table never moves, so nothing tears.

FAIR BY DESIGN

Every hazard telegraphs before it hits: a bolt's landing spot glows a full second early, a falling star casts a warning shimmer, a charging suitor pauses between rushes.

A VOYAGE THAT REMEMBERS

The crew of twelve carries across the entire journey — every companion lost at sea is one fewer standing beside you on Ithaca.

BOSSES MADE OF TILE

Polyphemus and the serpent of the strait aren't sprites — they're name-table giants, redrawn tile by tile, only where the frame actually changes.

SIX GAMES, ONE LINEAGE

Each trial is its own banked pair inside an ASCII8 MegaROM — a shared engine forked fearlessly, so every myth is free to break its own rules.

A VOICE FOR THE AY-3-8910

Growls, screams, songs and a lyre theme, all three PSG channels hand-scored — the cyclops's roar alone took four tries before it stopped sounding like a toy laser.



THE LAST ISLAND

WELCOME HOME, FATHER

No enemy waits in the final room. Penelope's loom weaves and unweaves in an endless loop behind her — the trick that kept the suitors waiting — while Telemachus stands with his father's spear. The bow that carried the entire last trial finally comes down.

THE ODYSSEY

A solo project, built entirely in Z80 assembly for the MSX1.

CONTROLS

At sea — arrows steer the ship.

On land — arrows move, Fire/Space jumps.